

Course unit title:	COMPUTER ART 1				
Course unit code:	AART117				
Type of course unit:	Required				
Level of course unit:	Bachelor				
Year / Semester of study:	1 st / Fall				
Number of ECTS credits allocated :	5	Lectures p/w:	2	Labs p/w:	0
Instructor(s)	Ms Christiana Constantinou				
Aim of the Course	<p>Aim of the course and core objectives are:</p> <p>Gain ability to identify certain IT technologies in relation to area of specialization and to provide necessary skills and knowledge of computer design as a tool for artists and designers.</p> <p>Understand the possibilities of pixel-based graphics and have the capacity to work and experiment with image manipulation and operate scanning, printing and other output applications.</p> <p>Acquire skills to give a critical framework from which to view access and evaluate the spread of information technology in relation to art and design.</p> <p>Develop ability to use the computer as a tool for constructing, developing projects as well as use of the computer on projects in conjunction with other courses through individual guidance.</p>				
Learning outcomes of the course unit:	<p>Students should be able to:</p> <p>Introduction to pixel based graphics / key concepts</p> <ul style="list-style-type: none"> • Identify and be able to navigate through the Apple Macintosh OS. • Understand the possibilities of pixel • Scan/import images. Get familiar with selection tools & selection tool techniques. • Works on layer basics. Get familiar with the layer palette metaphor. • Repair, resize, and retouch a photo intended for a print layout • Works on painting & editing. • Define a custom workspace. • Blend an image with the background. • Attend and generate new and fresh visual ideas. • Brainstorming Session. Participate in the Mid-group critique. <p>Advanced Techniques. Preparing files for web or press</p> <ul style="list-style-type: none"> • Alter images using the history tools. • Paint with a specialty brush. Create a custom brush using the • Pattern Maker to create a picture frame. • Use basic pen tool techniques. • Draw straight paths. Draw curved paths. Combine curved and straight path segments. Use paths with artwork. • Work on Vector Masks Paths & Shapes. • Understand Masks & Channels learning how to isolate, protect, 				

	<p>select and edit parts of an image.</p> <ul style="list-style-type: none"> • Work with type. Import text files into type containers. Adjust type attributes and formatting, including the font, leading, and paragraph. • Research and sketch through a visual process using personal expression that is stressed through individual tutorial. • Save and prepare artwork for web reviewing or for print. Explain different file formats and their possibilities. 		
Prerequisites:	None	Co-requisites:	None
Course contents:	<p>Students will be introduced to image manipulation and will be demonstrated how to use scanning, printing and other output applications. Introduction to Adobe Photoshop. Use of the computer as a tool for finalizing projects as well as use of the computer on projects in conjunction with other courses through individual guidance.</p>		
<p>Recommended and/or required reading: (the following list is a suggested textbook and reference list):</p>			
Textbooks:	<p>Adobe Photoshop CC Classroom in a Book; 2017 Adobe Press</p> <p>Adobe Photoshop Creative Cloud 2017; CreateSpace Independent Publishing Platform</p> <p>Adobe Lightroom CC and Photoshop CC for Photographers Classroom in a Book; 2016 Adobe Press</p>		
References:	<p>Visual contemporary references on magazines and web blogs like:</p> <p>Computer Arts, Print, Arts Project, Advanced Photoshop Creative Review, +design, Grafik, Eye, Wallpaper, The Face, Wired, Creative Review</p> <p>www.adobe.com</p> <p>www.layersmagazine.com</p> <p>www.formfiftyfive.com</p> <p>www.smashingmagazine.com</p> <p>www.photoshopcreative.co.uk</p>		
Planned learning activities and teaching methods:	<p>The course is mainly based on illustrated lectures, demonstrations, in-class practical workshops and exercises on the Art and Design research methodologies and group critiques. Creative use of computer/digital based skills and hand skills. Personal research, realization and manipulation in exercise work.</p> <p>Each project is critically analysed in a group discussion. Lecture notes and presentations are available through the web for students to use.</p>		
Assessment methods and criteria:	<p>All Project & Class Work: 40%</p> <p>Final Test: 60%</p> <p>Total: 100%</p>		
Language of instruction:	English		
Work placement(s):	No		