

**STATE UNIVERSITY OF NEW YORK !  
COLLEGE OF TECHNOLOGY !  
CANTON, NEW YORK !**



**MASTER SYLLABUS**

**COURSE NUMBER – COURSE NAME  
ARTS 301 – DIGITAL STORYBOARDING**

**Created by: Matt Burnett**

**Updated by: Matt Burnett**

**Canino School of Engineering Technology !**

**Department: Graphic and Multimedia Design !**

**Semester/Year: Fall 2018 !**

- A. **TITLE:** Digital Storyboarding
- B. **COURSE NUMBER:** ARTS 301
- C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3  
# Lecture Hours: 2 per week  
# Lab Hours: 2 studio lab hours per week  
Other: per week

Course Length: 15 Weeks

- D. **WRITING INTENSIVE COURSE:** Yes  No

- E. **GER CATEGORY:** None:  Yes: GER 8 The Arts !  
*If course satisfies more than one: GER !*

- F. **SEMESTER(S) OFFERED:** Fall  Spring  Fall & Spring

- G. **COURSE DESCRIPTION:**

This course sequentially builds on the skills, techniques, and concepts introduced in ARTS 101 and GMMD 201. Through research, demonstration and studio-based assignments, students will develop skills in conceptual schematics, sequential storyboarding, and digital illustration using industry current digital design software and digital tablets. The student projects will culminate in a portfolio of digital works.

- H. **PRE-REQUISITES:** None  Yes  If yes, list below:

Arts 101 Intro Drawing OR GMMD 102 Intro Design OR GMMD 103

**CO-REQUISITES:** None  Yes  If yes, list below:

**I. STUDENT LEARNING OUTCOMES: (see key below)**

By the end of this course, the student will be able to:

<u>Course Student Learning Outcome</u> <i>[SLO]</i>	<u>Program Student Learning Outcome</u> <i>[PSLO]</i>	<u>GER</u> <i>[If Applicable]</i>	<u>ISLO &amp; SUBSETS</u>	
Compose images in linear and non-linear narratives, including composites, conceptual drawing, and matte painting	Design Process	8	1-Comm Skills 2-Crit Think 3-Found Skills	W PS QTR Subsets
Develop personal style and expression through research, critiques and thematic assignments	Content Knowledge	8	1-Comm Skills 3-Found Skills ISLO	W QTR Subsets Subsets
Develop a professional portfolio of drawings that demonstrate the breadth of their illustration skills, competence with design process, and ability to effectively meet the needs of client driven media projects	Professional Detail	8	1-Comm Skills 2-Crit Think 5-Ind, Prof, Disc, Know Skills	W IA Subsets Subsets
Explore professional applications of drawing (such as storyboarding or graphic novels) and apply their methodologies in class projects	Professional Detail	8	5-Ind, Prof, Disc, Know Skills 2-Crit Think ISLO	IA Subsets Subsets Subsets
Develop competency in industry standard digital drawing and design software	Content Knowledge	8	3-Found Skills 1-Comm Skills ISLO	W PS Subsets Subsets

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<b>KEY</b>	<b><u>Institutional Student Learning Outcomes [ISLO 1 – 5]</u></b>
<b>ISLO #</b>	<b>ISLO &amp; Subsets</b>
<b>1</b>	<b>Communication Skills</b> Oral [O], Written [W]
<b>2</b>	<b>Critical Thinking</b> <i>Critical Analysis [CA] , Inquiry &amp; Analysis [IA] , Problem Solving [PS]</i>
<b>3</b>	<b>Foundational Skills</b> <i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>
<b>4</b>	<b>Social Responsibility</b> <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
<b>5</b>	<b>Industry, Professional, Discipline Specific Knowledge and Skills</b>

\*Include program objectives if applicable. Please consult with Program Coordinator !

J. **APPLIED LEARNING COMPONENT:** Yes  No

If YES, select one or more of the following categories:

- |   |  |
|---|--|
| <input checked="" type="checkbox"/> Classroom/Lab | <input type="checkbox"/> Civic Engagement              |
| <input type="checkbox"/> Internship               | <input type="checkbox"/> Creative Works/Senior Project |
| <input type="checkbox"/> Clinical Placement       | <input type="checkbox"/> Research                      |
| <input type="checkbox"/> Practicum                | <input type="checkbox"/> Entrepreneurship              |
| <input type="checkbox"/> Service Learning         | (program, class, project)                              |
| <input type="checkbox"/> Community Service        |  |

K. **TEXTS:**

At discretion of instructor

L. **REFERENCES:**

Draws, Rhonda Grossman Digital Painting Fundamentals with Corel Painter X3  
Cengage Learning PTR, 1st edition 2013

Seegmiller, Don Advanced Painter Techniques Sybex 2008

M. **EQUIPMENT:** None  Needed: X

Digital Tablets/ laptops equipped with Corel Painter or other primary drawing software

LCD projection or smart screen for demos

N. **GRADING METHOD:** A-F

O. **SUGGESTED MEASUREMENT CRITERIA/METHODS:**

Graded exercises/Drawings/Projects  
Participation in Critiques  
Evaluation of Final Portfolio  
Review of Digital Sketchbook

P. **DETAILED COURSE OUTLINE:**

I. **Industry Applications of Storyboarding**

- A. Research assignment
- B. Style emulation
- C. Adapting to client needs

II. **Applying illustration concepts via digital tools -**

- A. Digital Tablets

- B. Drawing in Photoshop**
- C. Drawing in Corel Painter**
- D. Drawing from a preliminary photograph**

### **III. Sequencing and Style**

- A. Picture plane concerns, Friezes, traditional/non-traditional approaches**
- B. Compositional concerns as per industry**
- C. Resolution and Content concerns as per industry**

**Q. LABORATORY OUTLINE: None  Yes**

#### **I. Project I Digital Oil Self Portrait**

- A. Studio lighting/ digital capture review**
- B. Import -Demonstration using photograph as a layer in digital painting**
- C. Working on Laptops with digital tablets**
- D. In progress critique (on led projector)**

#### **II. Project II Fantastical Landscape**

- A. Horizon Line/landscape photography review**
- B. Import**
- C. Demonstration using photograph as a layer in digital painting**
- D. Texturizing**
- E. Building Custom Brushes**
- F. Selective alteration**
- G. In progress critique (on led projector)**

#### **III. Project III Character Development**

- A. Emulation drawing of existing characters**
- B. Critique of emulations**
- C. Demonstration of character development elements**
- D. Brainstorm sketch development of student characters**
- F. Composite view of student developed characters in digital medi**
- G. Develop storyboard concept and subsequent storyboards**

#### **IV. Project IV Advertising Campaign**

- A. Research Advertisements**
- B. Advertising Campaigns**
- C. The role of Illustration in Advertising**
- D. Student developed proposals around existing product**
- F. Critique Proposals**
- G. Develop Storyboards and illustrations for student campaign**

#### **V. Project V Final Project**

- A. Creative Briefs submitted**
- B. Proposals considered -Studio work time on computers and tablets**

## **C. Final Critique -**