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

MASTER SYLLABUS

ARTS 301 – Digital Storyboarding

CIP Code: 24.01

Created by: Matt Burnett
Updated by: Matt Burnett

School: Canino School of Engineering Technology
Department: Decision Systems
Implementation Semester/Year: Fall 2025

A. TITLE: Digital Storyboarding

B. COURSE NUMBER: ARTS 301

C. CREDIT HOURS (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity):

# Credit Hours per Week	**3**
# Lecture Hours per Week	**2**
# Lab Hours per Week	**2**
Other per Week	

D. WRITING INTENSIVE COURSE:

Yes	
No	x

E. GER CATEGORY:

Does course satisfy a GER category(ies)? If so, please select all that apply.

[1-2] Communication	
[3] Diversity: Equity, Inclusion & Social Justice	
[4] Mathematics & Quantitative Reasoning	
[5] Natural Science & Scientific Reasoning	
[6] Humanities	
[7] Social Sciences	
[8] Arts	x
[9] US History & Civic Engagement	
[10] World History & Global Awareness	
[11] World Languages	

F. SEMESTER(S) OFFERED:

Fall	
Spring	
Fall and Spring	x

G. COURSE DESCRIPTION:

This course sequentially builds on the skills, techniques and concepts introduced in ARTS 101 and GMMD 102. Through research, demonstration and studio-based assignments, students will develop skills in conceptual schematics, sequential storyboarding and digital illustration using industry standard digital design software and tablets. Assignments will focus on pre-production skills and reverse engineering of animated and time-based programs. The student projects will culminate in a portfolio of digital works.

H. PRE-REQUISITES: ARTS 101 or GMMD 102
CO-REQUISITES:

I. STUDENT LEARNING OUTCOMES:

Course Student Learning Outcome [SLO]	Program Student Learning Outcome [PSLO]	GER	ISLO & Subsets
a. Compose images in linear and non-linear narratives, including composites, conceptual drawing and matte paintings	Design Process	8	1,2,3
b. Develop personal style and expression through research, critiques and thematic assignments	Content Knowledge	8	1,3
c. Develop a professional portfolio of drawings that demonstrate the breadth of their illustration skills, competence with the design process, and the ability to effectively meet the needs of client driven media projects	Professional Detail	8	1,2,5
d. Explore professional applications of drawing (such as storyboarding or graphic novels) and apply their methodologies in class projects	Professional Detail	8	2,5
e. Develop competency in industry standard digital drawing and design software	Content Knowledge	8	1, 3

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

J. APPLIED LEARNING COMPONENT:

Yes	x
No	

If yes, select [X] one or more of the following categories:

Non-Clinical Practicum	x	Community Service	
Internship		Civic Engagement	
Clinical Practicum		Creative Works/Senior Project	
Practicum		Research	
Service Learning		Entrepreneurship [program, class, project]	

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:

Digital Tablets/laptops equipped with Procreate, Krita, Sketchbook

LCD projection or smart screen for demos

Digital styluses for all units

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 Need

II. Applying Illustration Concepts via Digital Tools

A. Digital Tablets

B. Drawing in Photoshop
C. Drawing in Procreate/Krita
D. Drawing from a Preliminary Photograph

III. Sequencing and Style

A. Picture Plane Concerns, Freizes, Traditional vs. Non-traditional Approaches
B. Compositional Concerns as per Industry
C. Resolution and Content Concerns as Per Industry

Q. LABORATORY OUTLINE:

I. Project 1 Digital Oil Self Portrait

A. light source/value contrasts for the camera
B. Import-Demonstration of using photography as a layer in digital painting
C. In progress critique

II. 50 iterations

A. Picture plane, varying your approach and divergent exploration with drawing
B. Thinking outside the box
C. Utilizing different textures, tools and methods
D. Different camera angles
E. Developing your own style

III. Fantastical Landscape

A. Horizon Line/Perspective Review
B. Building Custom Brushes for Texturization
C. Selective Alteration
D. In progress critique

IV. Character Development

A. Emulation of Existing Characters
B. Critique of Emulations
C. Demonstration of Character Iterations
D. Composite View of Student Developed Characters in Digital Media
E. Develop Storyboard Concept and Subsequent Storyboards

V. Advertising Campaign

A. Research Advertisements
B. Advertising Campaigns
C. The Role of Illustration in Adverstising
D. Student Developed Proposals Around Existing Project
E. Critique Proposals
F. Develop Storyboards and Illustrations for Student Campaigns

VI. Final Project

A. Creative Briefs Submitted
B. Proposals Considered – Studio Work Time on Computers and Tablets
C. Final Critique