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, demonstrationi 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:

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>Program Student Learning Outcome [PSLO]</th>
<th>GER [If Applicable]</th>
<th>ISLO &amp; SUBSETS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compose images in linear and non-linear narratives, including composites, conceptual drawing, and matte painting</td>
<td>Design Process</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 3-Found Skills W PS QTR Subsets</td>
</tr>
<tr>
<td>Develop personal style and expression through research, critiques and thematic assignments</td>
<td>Content Knowledge</td>
<td>8</td>
<td>1-Comm Skills 3-Found Skills ISLO W QTR Subsets Subsets</td>
</tr>
<tr>
<td>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</td>
<td>Professional Detail</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 5-Ind, Prof, Disc, Know Skills W IA Subsets Subsets</td>
</tr>
<tr>
<td>Explore professional applications of drawing (such as storyboarding or graphic novels) and apply their methodologies in class projects</td>
<td>Professional Detail</td>
<td>8</td>
<td>5-Ind, Prof, Disc, Know Skills 2-Crit Think ISLO IA Subsets Subsets Subsets</td>
</tr>
<tr>
<td>Develop competency in industry standard digital drawing and design software</td>
<td>Content Knowledge</td>
<td>8</td>
<td>3-Found Skills 1-Comm Skills ISLO W PS Subsets Subsets</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>------</td>
<td>---------</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>ISLO</td>
<td>ISLO</td>
<td>ISLO</td>
<td>Subsets</td>
</tr>
<tr>
<td>KEY</td>
<td>Institutional Student Learning Outcomes [ISLO 1 – 5]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-----</td>
<td>--------------------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ISLO #</td>
<td>ISLO &amp; Subsets</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 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 |

*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:

- ☒ Classroom/Lab
- ☐ Internship
- ☐ Clinical Placement
- ☐ Practicum
- ☐ Service Learning
- ☐ Community Service
- ☐ Civic Engagement
- ☐ Creative Works/Senior Project
- ☐ Research
- ☐ 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:** 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 media
   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 -