Mohawk Valley Community College

Utica and Rome, New York

**Course Outline**

**CG 134 Digital Applications for the Animator C-2, P-2, Cr-3**

**Course Description:**

This course introduces digital imaging and digital illustration techniques, and software used by the animator. It explores the aesthetic and technological potential of digital imaging and digital illustration software. The use of digital media and the creation of computer-based imagery are emphasized. It includes advanced technical instruction in the use of software and peripheral devices (scanners, printers, file storage, and other technologies).

**Student Learning Outcomes:**

Upon the successful completion of this course, the student will be able to:

* Demonstrate an understanding of the problem-solving methodology
* Identify and understand various file formats as well as the format specifics, applications, and intentions
* Understand the difference between vector and raster graphics
* Positively participate in brainstorming and the critique of team members.
* Describe, identify and correctly use elements of the Adobe Photoshop toolbox, menus, and palettes
* Demonstrate an understanding of the importance of planning, following schedules, and meeting deadlines
* Demonstrate an understanding of the importance of methods, procedures, and requirements for properly preparing materials for individual and group critiques
* Create finished projects which demonstrate an understanding of professional methods, procedures, and requirements

**Major Topics:**

* Introducing Digital Techniques: What is Digital Illustration?
* Vocabulary The Visual Language: Form, space, balance, color, repetition, symmetry, scale, etc.
* Brainstorming/Ideation/Process Impact of Technology Lab Exercises: Illustration software
* Color Constraints, Graphic Formats, Color Space Models, Menus, Filters, Special Effects, Pathfinders
* Hardware Workstation, Graphics Tablets, Scanners, Printers Cameras, Video Lab
* Vocabulary of Digital Imaging The Digital Language
* File Specifics, menus, palettes, tools, alpha channels, special effects, toolbox, software versions, file formats, output, etc.
* Digital Imaging Creating Tiled Maps of 3D / patterns Lab
* Digital Jobs for the Animator Image, Interface, Text, Graphics, Audio, Video, Animation, Web,
* Presentation Graphics, Corporate Graphics, Virtual Space Lab Exercises: Digital Imaging software
* Working with the Graphic Designer, Illustrator, Web Designer, Audiovisual Technician, Storyboard Artist, Art Director Lab
* Digital Plagiarism, Copyright, Influence and Theft
* Digital Professionalism Ethics, Bias, Stereotype Lab
* History, Digital Style, Digital Futures Lab Review

Reviewed July 2023