

## GRDSN 125 Computer Drawing

### **COURSE LEARNING OUTCOMES**

1. Draw with computer software programs used in the industry.
2. Draw using software filters.
3. Draw using bezier curves.
4. Present an idea through a computer drawing.
5. Draw type and recreate it on the computer.
6. Create thumbnails that are understandable.
7. Draw using perspective.
8. Draw several sketches showing a theme.
9. Draw realistically.
10. Draw using a grid system.
11. Organize the picture plane.
12. Use a digital camera.
13. Align projects with GRDSN 123.
14. Use images from a digital camera for illustration purposes.

### Outline

In this course, students are required to demonstrate the following competencies at an introductory level of proficiency:

- I. Meet deadlines
  - A. Deliver the project on the stated date
  - B. Bring tools and supplies to class
  - C. Come prepared to class
  - D. Show up to class on time
- II. Present an idea that shows your ability to draw with the computer
  - A. Use appropriate software
  - B. Check with other students to see if they can understand what was created on the computer
  - C. Measure dimensions of the drawing and set it up on the computer
- III. Transfer sketches to the computer
  - A. Scan in sketches
  - B. Save the scanned images at the appropriate resolution
  - C. Save the scanned images with the appropriate software
  - D. Pick up your files from the server and transfer them to the computer
- IV. Draw with the electronic pen and digital tablet for use in a software program
  - A. Make various lines with different pressures on the pen
  - B. Trace over sketches made with a pencil to the computer by laying them on the tablet
- V. Draw small illustrations for use in a page layout program
  - A. Design the illustrations to work with the size of the printed page
  - B. Place the illustrations into a page layout
- VI. Show color with the computer in drawings
  - A. Find complementary, analogous and monochromatic colors in the software programs
  - B. Place created swatches in the swatch palette in the software program
- VII. Use a variety of papers to print your drawings

- A. Use paper supplied in the lab and from art stores
  - B. Test the colors on different papers
- VIII. Use a variety of filters in the drawings for special effects
- A. Use art filters that look like drawing on paper
  - B. Use filters that change the sharpness of edges
  - C. Use filters that give an effect that you cannot make on paper
- IX. Indicate the difference between vector and raster imaging
- A. Create a drawing with vector imaging
  - B. Create a drawing with raster imaging
  - C. Research the difference between pixels and vectors
- X. Present the piece professionally
- A. Cut the mat board cleanly
  - B. Use tissue to protect the piece correctly
  - C. Cut out the drawing for mounting correctly

Projects:

Computer Line Folder

Grunge/Vector Art

Skateboard

Color Cutouts

Computer Illustration for Newsletter

Illustration/Montage

CD cover