

## Courses' Descriptions



## DEPARTMENT OF AUDIO & VISUAL ARTS IONIAN UNIVERSITY

#### **COURSE DESCRIPTION**

#### 1. GENERAL

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SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	VIS333	SEMESTER	3 <sup>rd</sup>
COURSE TITLE	Edit - Composition of 2D Graphics		
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	ECTS
Lab Lecture, Hands-on Lab		2	4
COURSE CATEGORY	Specific Background		
COURSE TYPE	Elective		
PREREQUISITES	VIS230		
LANGUAGE OF TEACHING and EXAMINATIONS	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	YES (In English)		
URL	https://avarts.ionio.gr/en/studies/undergraduate/courses-descriptions/vis333/		
ECLASS	https://opencourses.ionio.gr/courses/DAVA192/		

#### 2. TEACHING RESULTS

#### **Teaching Results**

The course aims to introduce the students in basic concepts for the creation of 2d digital graphics.

After the end of the course, the students will be able to know the basic concepts related to the processing of the digital image and create 2d graphics and digital painting for artistic media such as illustration, comics and 2d animation.

#### **General Skills**

- · Seek, analyze and synthesize data
- Autonomous work
- Team work
- Project design and management
- · Freedom of thought

#### 3. CONTENT

This course presents the properties, possibilities and limitations of the digital tools currently used in the field of digital image processing. The issues examined include analogue image digitalisation, compression methods that are implemented, colour systems, image multiple layers, combinative use of processing tools, filters, effects, the use of mask and colour and tonal corrections. Moreover, advanced techniques of digital processing in special uses and applications of digital image are also explored. Particular emphasis is placed on expanding the perception concerning formative language (colour, tone, shape, synthesis) towards the creation of works of art.

1st Week. Introduction to Illustrator. Tools.

2nd Week. Digital illustration. Techniques and methodology.

3rd Week, Digital illustration, Creating digital compositions for illustration in newspapers and magazines.

4th Week. Digital coloring. Tools and techniques.

5th Week. Digital coloring. Coloring in comics and illustrations.

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### DEPARTMENT OF AUDIO & VISUAL ARTS

6th Week. Progress. Delivery and presentations.

7th Week. Introduction to photoshop. Tools and techniques.

8th Week. Character design. Creating digital characters for animation and illustration.

9th Week. Digital image editing.

10th Week. Digital painting. Creation of digital compositions.

11th Week. Digital painting. Creation of digital compositions based on matte painting technique.

12th Week. Progress. Delivery and presentations.

13th Week. Repetitions.

#### 4. TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD	Lectures	
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	Enhanced by multimedia content. The learning process is supported by the asyncrhonous elearning platform e-class.	
TEACHING STRUCTURE	Activity Semester Workload Lab Lectures 13 Lab Practice 13 Literature Study and 48 Analysis Practice and Preparation 26 Course Total (ECTS: 4) 100	
EVALUATION OF STUDENTS	Progress and assessment of the course is implemented by delivering artistic work during the semester and is completed with a total delivery of completed works at the end of the semester.	

#### 5. BIBLIOGRAPHY

Digital Painting Techniques: Practical Techniques of Digital Art Masters (Digital Art Masters Series, "3dtotal.Com", 2009

Hi-Fi Color for Comics: Digital Techniques for Professional Results, Brian Miller & Kristy Miller, IMPACT, 2008

Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels, Tom Bancroft, Watson-Guptill, 2006

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