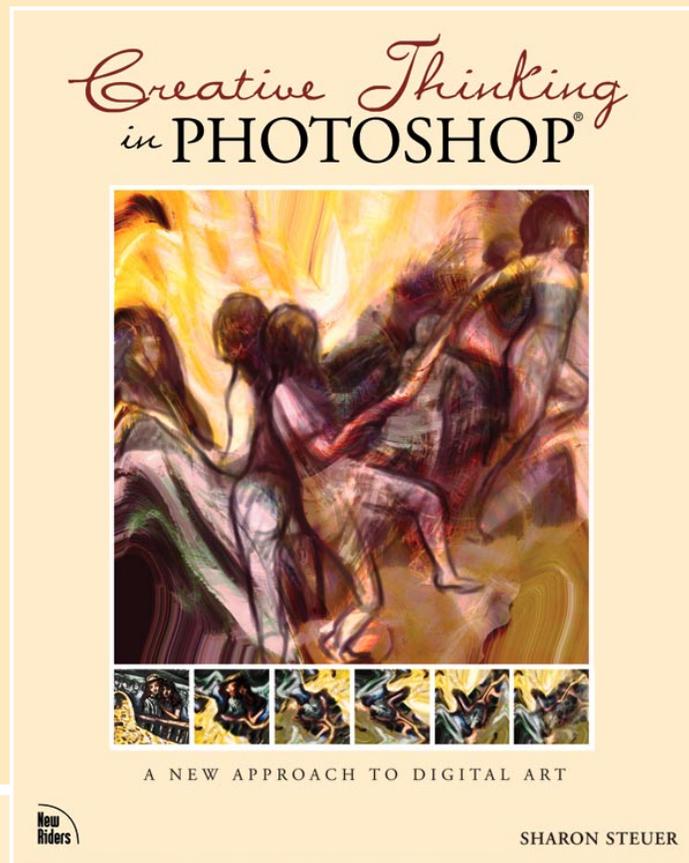


Creative Thinking in PHOTOSHOP®

Digital Painting with Photoshop® COURSE OUTLINE

This course outline has been prepared by Karen Wheeler for use with the book
Creative Thinking in Photoshop: A New Approach to Digital Art by Sharon Steuer.



For more information on *Creative Thinking in Photoshop: A New Approach to Digital Art*,
visit www.ssteuer.com or www.newriders.com.

To order educational copies of *Creative Thinking in Photoshop: A New Approach to Digital Art*
(ISBN: 0735711224), or to obtain an evaluation copy, please contact your Prentice Hall
representative. To find your rep, visit www.prenhall.com or call 1-800-526-0485.

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Creative Thinking *in* PHOTOSHOP®

Digital Painting with Photoshop® Course Outline

By Karen Wheeler, Assistant Professor of Art, Wingate University
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*“No amount of skillful invention can replace the
essential element of imagination.”*

—Edward Hopper

*“In the brush doing what it’s doing, it will stumble
on what one couldn’t do by oneself.”*

—Robert Motherwell

Digital Painting with Photoshop®

Prerequisites

Basic Adobe® Photoshop® skills.

Course Content

Emphasis on the use of Adobe® Photoshop® and Adobe® ImageReady® to create digital paintings, which simulate traditional artist's media, and to prepare these files for publication or web output. Adding motion to these images will also be explored with the use of the web animation tools offered in ImageReady.

Objectives

- Explore the use of the computer as an artist's tool.
- Develop advanced skills in the use of Photoshop and ImageReady
- Gain facility with computer functions, file management, file formats, and web research.
- Incorporate knowledge of traditional artist's materials and methods into computer graphics applications

Teaching Methods

Demonstrations and guided instruction in computer graphics techniques and use of equipment. Other methods may include:

- Videos
- Group critiques to analyze and evaluate completed assignments and works in progress
- Internet research.

Textbook:

Creative Thinking in Photoshop: A New Approach to Digital Art
by Sharon Steuer

Supplementary reading:

Assignments will require research on graphics techniques, artists and subject matter. Library and Internet materials on individual artists and periodicals featuring specialized techniques will be used for reference. Selected videos.

Assignments:

A variety of exercises, studies and completed projects will be required.

- Exercises are designed to practice specific Photoshop skills.
- Research/ play assignments are designed to facilitate individual investigations & explorations.
- Projects consist of digital painting series, which integrate concepts from your text, new Photoshop skills, and other art media.

Grading and Critique:

Completed assignments will be evaluated on demonstration of concept assigned, composition, use of media, handling of techniques, and completion by due date. Quizzes will cover technical information. Some assignments may require accompanying sketches, notes and critique summary. Varying point values will be assigned to exercises, quizzes and projects. Percentage of earned points will be calculated for final grade.

Supplies:

One loose-leaf binder with vinyl view pages to organize all assignments, exercises and handouts.

- Zip disks or CDs for backing up your files.
- Specialty papers and presentation materials as indicated for individual projects.

Semester Schedule

Week	Topic	Activity	Reading
1	New Features in Adobe® Photoshop® 7	File Browser Practice	Introduction & Chapter 1
2	Wacom Tablet Use	Quiz 1 Exercise 1 due Research/play 1 due	Chapter 2
3	Brush making	Research/play 2 due	Chapter 3
4	Art History Brush & Pattern Stamp Painting	Quiz 2 Painting Series 1 due & Class Critique	Chapter 4
5	Painting with Filters	Exercise 2 due	
6	Blend modes	Quiz 3 Research/play 3 due	Chapter 5
7	Advanced Layer Masks	Exercise 3 due	Chapter 6
8	Mixed media approaches	Research /play 4 due Quiz 4 Painting Series 2 due & Class Critique	Chapter 7
9	Surface textures	Research/Play 5 due	Chapter 8
10	Layer styles	Quiz 5	
11	Archival issues	Research/Play 6 due	Chapter 9
12	Installation simulation	Quiz 6	
13	Gif animations	Exercise 5 due	
14	Web Gallery	Painting Series 3 due & Class critique	

Digital Painting with Photoshop®

Project Guidelines

Painting Series 1: Variation Collages

Read Chapters 1 & 2 in your book.

Scan 3 of your original drawings/ artwork. These do not have to be all pieces that you love. Sketchbook pages are fine. These will serve as your resource for this project.

You will make 4 digital paintings from the same source material.

Each of these is to have a different mood.

Follow the directions here to get started.

- Create a new file in which to compose your painting.
- Select and move your scanned images (or parts of them) into the new file
- Scale selections as needed- remember it is not a good idea to scale up more than about 20%. If you need the image bigger, go back and rescan with the scaling adjusted in the scanner settings
- Use layers, layer masks, and adjustment layers to collage a new image
- Use paint tools, cloning tools, and filters to enhance your image
- Use layer blend modes and some of the suggested techniques on page 48 of your book as appropriate for your image.

The goal is for these images to be visually coherent as single pieces and not appear that they are cut and pasted. Use layer masks to make soft transitions.

In addition to printing your digital paintings, save a layered version of your final files to hand in. These will be checked to see that you have used layer masks and adjustment layers correctly.

Have fun. Make them beautiful.

Painting Series 2: Self Portraits with mixed media

Begin with scanned or digital photos of yourself. Choose 3 styles or artists to emulate and recreate your self-portrait using digital painting tools and Photoshop filters. For example, you may choose to make Renaissance, Impressionist, and Cubist variations. Add backgrounds as appropriate. Make digital prints of each image.

Then, create three different ways to enhance and further interpret your images using mixed media methods. You may try the monotype techniques in Chapter 7 or combine any other media with your digital prints. Consider large format presentations and 3 dimensional solutions.

Painting Series 3: Digital Art Installations

Using the techniques in Chapter 9 of your book, make 3 digital installations using the campus buildings and environment. Make one of each type installation listed below.

- Exterior installation. Using a photo of the outside of a building, apply digital paintings to make it appear that a mural has been painted.
- 3d installation. In either an interior or exterior photo, make it appear that a sculpture as been installed.
- Interior installation. Using a photo of the inside of a building, apply digital paintings to make it appear that a mural has been painted, or a group of paintings installed.

In all of the above, create the “site specific” artwork by reworking one of your previous digital paintings, scanning or photographing one of your original artworks or creating new digital paintings.

Along with installing your painting, make any other modifications needed to create a successful image. For example, remove power lines, improve color, clean up litter, etc.

Your presentation will include before and after prints of your sites mounted on foam core along with a written description of your process & tools used.

Make your installations convincing in terms of lighting, scale, proportion, etc.

Challenge yourself on this!