UNIVERSITI TEKNOLOGI MARA

FFA233: DIGITAL INK AND PAINT

Course Name (English)	DIGITAL INK AND PAINT `APPROVED`
Course Code	FFA233

MQF Credit	3

Course Description	This course focuses on the usage of digital application such as Adobe Photoshop and Adobe Illustrator to create digital painting. Digital tools are introduced into the animation workflow that soon will become part of the student regular animation process and development. The application such as canvas setting, colors, brushes, grayscale, blending and using photograph and mask into the final touches and filters.

Transferable Skills	Indentify the animation workflow intergrated with digital paintings that become part of regular animation process and development.
	Manipulate digital tools and usage of application such as Adobe Photoshop and Adobe Illustrator to create digital painting.
	Intergrate the skill of digital illustration in animation production.

Teaching Methodologies	Lectures, Blended Learning, Studio, Demonstrations, Tutorial, Discussion

CLO	
	CLO1 Identify the basic principles and methodology in digital drawing and illustration.
	CLO2 Practice the fundamentals skill and technical skills in producing digital illustration and painting.
	CLO3 Choose the appropriate software and methods in exhibiting the best solution for a certain visual problem.

Pre-Requisite Courses	No course recommendations

Topics
1. WEEK 1 - Application of Colours 1.1) i. Colour Wheels 1.2) ii. Manipulating Colours
2. WEEK 2 - Drawing Vector Graphic I 2.1) i. Introduction to Illustrator 2.2) ii. vector painting process
3. WEEK 3 - Drawing Vector Graphic II 3.1) i. Vector graphics to create drawings, and complex illustrations 3.2) ii. Deconstructing complex vector painting
4. WEEK 4 - Designing using Photoshop Pixel 4.1) i. Introduction to Photoshop 4.2) ii. Image editing to create fantasy drawing
5. WEEK 5 - Advanced editing in Photoshop I 5.1) i. Light and Colour 5.2) ii. Composition
6. WEEK 6 - Advanced editing in Photoshop II 6.1) i. Depth and Perspective
7. WEEK 7 - Colour and Digital Drawing 7.1) i. Rough Sketches 7.2) ii. Shading in Greyscales 7.3) iii. Finishing Touches with colours

8. WEEK 8 - Photoshop: Texturing and Shading Techniques I 8.1) i. Understand Textures and Materials 8.2) ii. Set Up Colours and Textures
9. WEEK 9 - Photoshop: Texturing and Shading Techniques II 9.1) i. Base Shading and Highlights
10. WEEK 10 - Working with Dry Media 10.1) i. Outlining with Inking Pen 10.2) ii. Sketching with the pencil tools 10.3) iii. Removing colours with eraser tools
11. WEEK 11 - Artistic Concepts in Photoshop and Illustrator 11.1) i. Draw using different materials 11.2) ii. Understanding basic layer function 11.3) iii. Understanding the basic function of alpha chanel
12. WEEK 12 - Concept Art using tools 12.1) i. Background Drawing
13. WEEK 13 - Discussion and Tips 13.1) Discussion on Final Project
14. WEEK 14 - Presentation on Final Project and Submission 14.1) Presentation on Final Project

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Learning techniques in Photoshop to add texture and properly shade a variety of materials and surfaces.	30%	CLO2
	Final Project	Simplify the workflow, organize the live drawing, and start creating background concept art with Photoshop or Illustrator	40%	CLO3
	Lab Exercise	Understanding the design through Illustrator Vector and Photoshop Pixel.	30%	CLO1

Reading List	Reference Book Resources	• Caplin, Steve. 2009, *How to Cheat in Photoshop CS5: The Art of Creating Realistic Photomontages.*, Elsevier USA
		• Imagine FX 2009, *Fantasy Art Workshop: Meeting Digital Painting Techniques*, Future Publishing USA
		• Ligon, Scoot 2011, *Digital Art Revolution*, Watson-Guptill USA
		• Frank, Jane, *Paint or Pixel: The Digital Divide in Illustration Art*
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	