

INTRODUCTION TO DIGITAL PAINTING

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Course description. This course will provide students with all the tools they need to create digital and visual artwork.

Students will be taught theoretical aspects of light and colour so they can apply them in digital artwork.

Methods.

The course comprises two sections, theory and practice. In the first hour a series of tools and features will be explained, which will later be applied through exercises.

Objectives.

This course will provide students with the tools and methods they need to work on digital painting. They will learn the tools and features of digital painting applied to traditional painting and drawing techniques. Ultimately, the course aims to give students the basic tools required to create their own digital artwork.

Addressed to:

Anyone having basic notions of visual art and wishing to learn how to develop their artistic skills in digital media.

It is also addressed to people with no prior knowledge of Photoshop as well as to those who have already used it and want to improve their skills.

Equipment

All students should bring a graphics or pen tablet (any Wacom tablet is recommended).

This course also requires an IT classroom with Photoshop installed.

Programme

Session 1. INTRODUCTION TO THE PHOTOSHOP ENVIRONMENT.

Students will get started with the basic Photoshop working environment and shortcuts, which are the key feature of this program, the workshop, the canvas, and all the tools and features available.

Session 2. LAYERS AND SELECTION TOOLS.

Students will work with selection tools, layers, the Warp command and some basic tools to manipulate our artwork.

Session 3. USING PS BRUSHES.

This session will cover the Smudge tool, smooth and hard edges and colour mixing, which will be applied to 3D surfaces. Students will also create their own set of digital brushes.

Session 4. VALUES AND COLOUR.

Values are essential for your drawings to look real. This session will cover basic theories of light and shadows in painting. Students will apply these traditional techniques to digital artwork.

Session 5. TEXTURES.

In this session students will learn to find and use picture textures to enhance them and give them a more traditional touch by warping mask layers and using the Clone Stamp tool.

Session 6. LIGHT AND SHADOWS, INTRODUCTION TO BLENDING MODES.

Light and shadows can be easily manipulated if students know all blending modes and how to use them to quickly generate many sketches. To that end, we will see how and when to apply each of these features.

Session 7. LIQUIFYING AND FILTERS.

Proportions are a key factor when it comes to making our artwork look real. In this session students will learn to manipulate proportions by means of the Liquify filter and will work with filters applied to painting.

Session 8. METHODS FOR PAINTING DRAWINGS.

In this session, once students have assimilated how to use shortcuts, we will cover a range of methods to undertake a painting work and how to use layers to speed it up. We will also watch some professional demos.

Session 9. MATERIALS AND HOW TO WORK WITH THEM.

All materials have their own properties and values. In this session students will get some tips on how to observe and paint materials

and surfaces. They will learn about light and why it reacts the way it does.

Session 10. FINISHING COLOUR.

In this session we will see and discuss some examples of artists specialising in digital painting. Students will also work on their own natural digital painting and apply all the tools taught during the course.

HOUR BREAKDOWN

- From 06 March to 22 May 2019
- Mondays from 4 to 7 p.m.
- 10 sessions
- 30 hours – 3 Credits

- 6, 13, 20 and 27 March
- 3, 10 and 17 April
- 8, 15 and 22 May

PLEASE NOTE

IN ORDER TO OBTAIN THE COURSE CERTIFICATE, STUDENTS MUST:

*ATTEND AT LEAST 80% OF TOTAL COURSE HOURS

*HAVE PAID FOR COURSE FEES

*PASS TEACHER'S ASSESSMENT TEST

*COMPLETE COURSE SATISFACTION SURVEY