

SAMPLE

Brief online course outline for Fall 2020,
for informational purposes only.
Some details are subject to change

VPSB56H3

Digital Studio I

Foundations in Digital Studio Practice

Studio Program | Arts, Culture, and Media | University of Toronto Scarborough | Fall 2020

Fridays 9AM–11:00AM [ONLINE SYNCHRONOUS]

Lecturer: Arnold Koroshegyi

Office hours: Fridays 12PM-1:00PM

Preferred email: arnold.koroshegyi@utoronto.ca

Please write "UTSC student" in subject line

Course Description

This online, project-based class investigates fundamental digital concepts common to photography, design, and digital publishing practices. Students will learn an efficient digital, creative workflow to develop technical and aesthetic concepts in digital art production. They will become proficient in general image processing, compositing, colour management, and typographic tools for digital projects and print-based works.

Through on-line lectures, demonstrations, and assignments, students will gain a clear technical understanding of Adobe Creative Cloud software including the use of layers, masks, channels, curves, colour theory, and colour correction techniques. Throughout the course, students will be taught historical movements and contemporary trends in digital art and design. In-class critiques, workshops and group discussions will shift online and be delivered through appropriate, to-be-determined, communication platforms.

Required Materials:

- A desktop or laptop computer that can handle graphic imaging software. Both PC and Mac based platforms will be accommodated.
- Access to the Internet is necessary
- A USB key (memory stick) with a minimum of 8 GB of storage space

Note: Students require an active UTOR ID for downloading course materials and software

Corequisite: [VPSA62H3](#) and [VPSA63H3](#)

Exclusion: ([VPSA74H3](#)), VIS218H, FAS147H

Enrolment Limits: 15

Note: To accommodate students in different time zones, synchronous class delivery is scheduled from 9 am to 11 am ET. Recorded materials such as demonstrations will be available for download on the course website.

Course Objectives

Introduce basic software skills while developing drawing abilities in a digital environment (using Adobe Photoshop and Illustrator)

Develop a vocabulary of visual communication skills.

Familiarize imaging fundamentals and establish design software skills.

Learn the importance of layout design, image manipulation and critical aesthetic analysis.

Create original artworks/design projects that are independently conceived and research-driven material.

Course Expectations

Students will produce work both in and outside of class. Students should be prepared to work a minimum of four hours per week outside of class and may find that additional time is necessary to complete assignments on time.

Each student is responsible for contributing to a supportive, dynamic community. This includes being present online, punctual and involved in scheduled virtual activities; participating in group critiques and discussions with a thoughtful, supportive, critical mind; helping to create and maintain a respectful work environment.

Digital Resources

In addition to delivering a synchronous remote experiential learning environment, this course will also provide posted asynchronous demonstration content for download.

Each student will have access to software training tutorials throughout the semester.

(Expect to do a minimum of eight hours outside of class). Students will use their UTORid and password to access free training videos on [Lynda.com](https://www.lynda.com) and [MyMedia](#).

IITS is currently working on making Adobe Creative Cloud accessible to students remotely. More information will be provided to students enrolled in Studio Art courses requiring Adobe Creative Cloud software when it becomes available.