

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

**VPSB80H3**  
**Digital Studio II**

Studio Program | Arts, Culture, and Media | University of Toronto Scarborough | Fall 2020  
**Wednesdays 9AM–11:00AM [ONLINE SYNCHRONOUS]**

Lecturer: Arnold Koroshegyi  
Office hours: Wednesdays 12PM-1:00PM  
Preferred e-mail: arnold.koroshegyi@utoronto.ca  
Please write "UTSC student" in subject line of all emails.

**Course Description**

This online, project-based class will be an in-depth investigation of digital imaging technologies for serious studio artists and new media designers. Emphasis is placed on advanced image manipulation, seamless collage, invisible retouching and quality control techniques for fine art production.

Through online lectures, demonstrations, and assignments, students will advance their skills in both raster and vector-based imaging techniques as well as be introduced to 3D prototyping. Project themes will be drawn from a critical analysis of contemporary painting and photo-based art.

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

Prerequisite: [VPSB56H3F](#) (old [VPSA74H3](#))

Exclusion: FAS247H, VIS318H

Recommended Preparation: [VPSB67H3](#)

Breadth Requirement: Arts, Literature & Language

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**

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

Increase vocabulary of visual communication skills.

Expand the practice of advanced imaging fundamentals and further develop design software skills.

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

Develop artworks/design projects that are independently conceived and research-driven material. These projects must reflect an awareness of historical and contemporary art practices.

### **Course Expectations**

Students will produce work both in and outside of class. Students should be prepared to work a minimum of eight 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, being 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 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](https://www.mymedia.com).

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.