

<b>Module Title</b> <b>Digital Graphics Techniques</b>	Reference CM1018 SCQF Level SCQF 7 SCQF Points 30 ECTS Points 15 Created November 2012 Approved January 2013 Amended Version No. 1
<b>Keywords</b> Digital Drawing, Composition, Perspective Drawing, Compositing	

## This Version is No Longer Current

The latest version of this module is available [here](#)

### Prerequisites for Module

None in addition to course entry requirements.

Image manipulation: cropping, sizing, filtering

Scanning, Digital Photography and Printing

### Corequisite Modules

None.

Composition: Focal point, Overlapping, Negative space (or shape), Lines, Balance, Contrast, Proportion.

### Precluded Modules

None.

Compositing: File formats, colour spaces, colour remapping, colour correcting, image manipulation, mattes, image-matte relationship.

### Aims of Module

To provide the student with the ability to understand the fundamental concepts of digital drawing, perspective drawing, composition and compositing. To enable the student to develop vector and bitmapped digital artwork.

### Indicative Student Workload

<i>Contact Hours</i>	Full Time
Assessment	20
Laboratories	72
Lectures/Tutorials	24

*Directed Study*

## Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1.Design and evaluate techniques for drawing objects.
- 2.Construct and edit raster images and vector graphics illustrations using an image editing application.
- 3.Organise and manage resources effectively for graphics projects.
- 4.Apply drawing, composition and compositing techniques in the production of digital artwork.
- 5.Evaluate digital artwork and apply critical judgement to the resolution of digital project(s).

## Indicative Module Content

Digital drawing: Basic shapes and construction, lines, contours, hatching, texture, rough and refined linework.

Perspective drawing: Basic concepts of perspective, foreshortening, linear perspective, grids, detail and refinement.

Underlying concepts eg: vector versus raster graphics, compression. file size versus

Coursework preparation	48
Information gathering	54
<i>Private Study</i>	
Private study	82

## Mode of Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories the students will progress through a sequence of exercises to develop sufficient knowledge of 2D digital drawing and compositing techniques to enable them to complete the practical design and implementation.

## Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4,5

Component 1 - Coursework

## Indicative Bibliography

- 1.FAULKNER, A. and CHAVEZ, C. 2015. Adobe Photoshop CC Classroom in a Book. Adobe
- 2.WOOD, B., 2015 Adobe Illustrator CC Classroom in a Book. Adobe
- 3.MONTAGUE, J., 2013. Basic Perspective Drawing. John Wiley & Sons Ltd.

compression, the size of the  
quality, etc.

Illustration using a vector  
graphics application: drawing,  
tracing.

4.SOLARSKI, C., 2012. Drawing  
Basics and Video Game Art.  
Watson-Guptill.