

**This Version is No Longer Current**  
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## MODULE DESCRIPTOR

### Module Title

Digital Graphics Techniques

Reference	CM1105	Version	1
Created	April 2017	SCQF Level	SCQF 7
Approved	August 2017	SCQF Points	30
Amended		ECTS Points	15

### Aims of Module

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

### Learning Outcomes for Module

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

- 1 Identify and implement traditional and digital techniques for drawing objects.
- 2 Construct and edit raster images and vector graphics using an image editing application.
- 3 Demonstrate effective organisation and management of resources for graphics projects.
- 4 Apply drawing, composition and compositing techniques in the production of digital artwork.
- 5 Describe and evaluate the production process for digital artwork in the resolution of a digital project.

### Indicative Module Content

Digital drawing: Basic shapes & construction, shading, contouring, hatching, texture, rough & refined line work. Perspective drawing: Basic concepts of perspective, foreshortening, linear perspective, grids, detail & refinement. Underlying concepts: E.g. vector vs. raster graphics, compression, resolution & quality. Illustration in a graphics application: Drawing, tracing, vector & raster. Image manipulation: Cropping, sizing, filtering, scanning, digital photography & printing. Composition: Focus, overlapping, negative & positive space (or shape), lines, balance, contrast and proportion. Compositing: File format, colour space, colour correcting, image manipulation and matte-painting.

### Module 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.

**Indicative Student Workload**

	Full Time	Part Time
Contact Hours	90	N/A
Non-Contact Hours	210	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

**ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

**Component 1**

Type: Coursework Weighting: 100% Outcomes Assessed: 1, 2, 3, 4, 5

Description: Component 1 - This is a coursework worth 100% of the total module assessment.

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	The student needs to achieve an A in C1
<b>B</b>	The student needs to achieve a B in C1
<b>C</b>	The student needs to achieve a C in C1
<b>D</b>	The student needs to achieve a D in C1
<b>E</b>	The student needs to achieve an E in C1
<b>F</b>	The student needs to achieve an F in C1
<b>NS</b>	Non-submission of work by published deadline or non-attendance for examination

**Module Requirements**

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

**INDICATIVE BIBLIOGRAPHY**

- SOLARSKI, C., 2012. Drawing Basics and Video Game Art. Watson-Guption.
- Lauricella, M., 2019. Anatomy For Artists. Rocky Nook; Illustrated edition (10 May 2019).
- ART FUNDAMENTALS. 2nd ed. 2020: 3DTOTAL Publishing.
- 3Dtotal Publishing Staff., 2016. Beyond Fundamentals. 3DTotal Publishing; Illustrated edition (27 Sept. 2016).
- Brehm, M., 2016. How To See It, How To Draw It. Search Press (2 Feb. 2016).
- Beginner's Guide To Digital Painting In Photoshop. 2nd ed. 3DTotal Publishing; 2nd edition (25 Feb. 2020).