

Digital Painting Workshop DePaul University (CDM Loop Campus)

Instructor: Michele Carter

Format: Online and in person-Asynchronous/synchronous/in person optional labs

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Office: CDM632 or e-mail for a Zoom appointment

Office Hours: E-mail for an appointment or come to weekly Zoom labs

**Course Description:** In this class, students will explore the image making possibilities of TVPaint and Photoshop in the creation of digital paintings and animation. The principles and practice of traditional painting techniques (oil, acrylic and watercolor) will be applied to a digital image making. Each week students will create either still or moving images with consideration for color, composition and perspective. Experimentation with program features such as custom brushes, filters, opacity, layer modes and texturing tools will be required depending on the assignment. This is a class where you will paint something every week.

**Learning Outcomes:**

1. To introduce students to digital paintbrushes in TVPaint and Photoshop
2. To analyze traditional paintings and find strategies to create a painterly look with digital tools
3. To apply digital painting strategies in the creation of animated movement, i.e., blurs, moving holds, metamorphosis
4. Learn to use filters and layer modes to create painterly textures and lighting effects

**Materials:**

- 4-8 GB Flash drive (Or use Google drive or Dropbox)
- 8x10 Sketch book
- Drawing implements (Pens or Pencils)
- Home computer with internet (Must be able to run Adobe CC/TvPaint if working from home)
- Tablet or Cintiq (NO DRAWING WITH A MOUSE)

**Software:**

- TvPaint
- Photoshop
- After Effects

**Additional Resources:**

[www.lynda.com](http://www.lynda.com)

[www.skillshare.com](http://www.skillshare.com)

Pintrest Tutorials

**Other online sources and tutorials:** I will post these in the Discussion Board section of D2L, but feel free to recommend your own favorites to the class there.

**Grading Breakdown:**

- 4 Backgrounds (30 points each)
- 1 Animated Character (25 points)
- 1 Cycled Animation (30 points)
- 6 In Class Skill (30 points total)
- 1 Final Project (70 points total)

**Total points: 275**

**Letter grades are assigned by the following point values:**

A = 100-93, A- = 92-90, B+ = 89-88, B = 87-83, B- = 82-80, C+ = 79-78, C = 77-73, C- = 72-70, D+ = 69-68, D = 67-63, D- = 62-60, F = 59-0.

Students do NOT receive an “A” by default! No work turned in is always a zero.

A indicates total excellence, B indicates good work, C indicates average, uninspired work, D work is unsatisfactory, F is really, really bad.

**Note:** If this course is required for your degree, you must get a “C” or better, or retake it at a later date. It is up to you to keep up with assignments and make sure you are meeting this, not the instructors! Do not assume help will be given or your grade will be raised if you are not meeting this by the end of class. If you are not doing well, ask for help before! I am around every week via zoom and answer e-mail quickly.

**Projects & Assignments will be evaluated based on:**

- Effort: Willingness to do the best job within one’s abilities and talent, as opposed to just getting it done.
- Adherence: Projects executed according to the parameters outlined. Did you follow all instructions? Did you complete each step on time?
- Craft: Careful execution of assignment and presentation, attention to details. Are you using the software as intended?
- Creativity: The originality and artistic merit of the project. Is the idea interesting and does it communicate well visually? Did you experiment with new ideas in your process?

**Turning in Assignments:** All course-related documents and assignments will be posted to the DePaul D2L site. Unless instructed otherwise, all assigned work must be completed and submitted through the D2L system on the date and time specified under each assignment posting. DO NOT WAIT until the last minute to post your work. Plan ahead and consider upload times, computer glitches, etc. You can **upload as many files as you’d like** to ensure projects are in on time. To make sure a file has successfully uploaded, download the file to your computer and re-open it after posting.

**Late Assignments:** All projects, except for the skill assignments, the final milestones, and final

project, can be turned in up to a week late for a 50% point reduction.

**All assignment-related files should be named as:**

*FirstnameLastname\_Projectname.fileformat (alicesmith\_PSPortrait.PSD)*

**Digital Back-Up:** Each student is to maintain a daily backup of their files and readily available for class. Get on a schedule of backing up while working and back up often!!

**Final Project Critique (Mandatory!):** You have to be there or it is a 5% grade drop. If you cannot make it, let me know in the first two weeks of class and we will work something out. This will be a Zoom session and will be Wednesday 3/17 at 8:30am-10:45am.

**Class structure (Asynchronous):** All lessons will be recorded and made available via Panopto at class time (10:10am) under the Contents section. I will also post a Zoom link every week for Monday and Wednesday at 10:40am-11:40am. I will be at that link to help anyone that needs it as an optional virtual guided lab time or wants to show their current work for feedback. We can schedule a few critiques for these if you will utilize them as workshops don't allow much extra time to view work. The labs at the school will be open for usage if you do not have equipment at home.

**Critiques:** There will be scheduled days for critiques which will happen during my online Zoom class hours. These are optional, but attending, showing work, and participating will extend your skill turn in time to 4:00pm that day to make up for time lost in Critique. These are a helpful option for anyone who needs extra input. I will post these in the News section along with class updates.

**Lab info for independent work:**

CDM: <https://www.cdm.depaul.edu/Student-Resources/Pages/Labs.aspx>

Other Labs: <https://offices.depaul.edu/information-services/services/labs-classrooms/computer-labs/Pages/default.aspx>

*\*If you choose to work at only at home, you must have a good internet connection, tablet or Cintiq, and a computer that can run Adobe CC, and TvPaint to be successful with zero visits to labs. This is non-negotiable.*

**Skill Assignments:** From the start of class time, you will have a short skill assignment given most weeks to keep you on task and connected with class. These skills are important to help you be successful in projects given for this class. You will have from 10:10am-1:30pm on class days to complete these and submit via D2L. You cannot make these up or turn in late. Please e-mail me if you have tech issues during class.

**Attendance:** Even though class is asynchronous, *skill assignments* are considered your attendance. Ample time to complete these is given, so it is recommended you watch demos right when they open at the beginning of class time to get these in on time.

**Attitude in Zoom:** A professional and academic attitude is expected throughout this course. If attending a Zoom session, please turn on your camera and microphone so we can interact. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, or fighting. If any issues arise, a student may be asked to leave the zoom session. The professor will

work with the Dean of Students Office to navigate such student issues.

**Plagiarism:** The university and school policy on plagiarism can be summarized as follows: Students in this course should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work any assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials, be sure to consult the instructor.

**\*In this class, this also applies to tracing. If suspected of tracing your reference images, you will be asked to redo the assignment or receive a zero. We are working to improve your skills as an artist overall.**

**Academic Integrity:** Work done for this course must adhere to the DePaul University Academic Integrity Policy, which can be reviewed in the Student Handbook or by visiting:  
<http://academicintegrity.depaul.edu>

**Resources for Students with Disabilities:** Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu)

25 East Jackson Boulevard Lewis Center, Suite 1420 Chicago, IL 60604-2287 Phone: (312) 362.8002 Fax: (312) 362.6544

**Email Policy:** The professor will respond to email received from students to the best of her ability, although there is no guarantee that this will be done swiftly and with regularity. There is no guarantee that all email received will be responded to. If an answer does not come within a day, resend the e-mail. The best way to ensure response for feedback is to visit during specified Zoom hours during the week.

**Change to Syllabus:** Course syllabus and schedule are subject to change as necessary throughout the quarter. If a change occurs, it will be thoroughly addressed during class, emailed, and posted under **News** in D2L.

### Tentative Course Schedule

1	January 6	Intro to the class, surveys, course expectations. How to use your sketchbook for this class. Basic blocking and layering demo for intro painting. Practice drawing and brush technique.	Lecture Syllabus/Online Decorum Demo ( <b>Photoshop</b> ) In-class Skill: Gradients Assign Background: Monochromatic #1
2	January 13	More Color Palettes, shapes, blocking, exploring ways to build up color. Exploration of light on forms and Interiors.	Demo ( <b>Photoshop</b> ) In-class Skill: Light Background #1 Due Assign Background: Interiors #2
3	January 20	Intro to TVPaint basics and painting tools, working with layers, experimenting with the brushes.	Demo ( <b>TVPaint</b> ) In-class Skill: TvPaint Brushes Brainstorm characters Background #2 Due Assign Character #1 Animation
4	January 27	Experimenting with new brushes, creation of new brushes, fine detail. Multiple layers and complex surreal landscape. Adjustment layers and filters.	Demo ( <b>Photoshop</b> ) In-class Skill: PS Brushes In-class Skill: Rule of Thirds Assign Background: Surreal #3 Character #1 Due
5	February 3	Animating character cycles based on Surreal Landscapes. Complementing the exterior with movement.	Demo ( <b>TVPaint</b> ) Screen: Wind Assign Cycles #1 Background #3 Due
6	February 10	Mark making and texturing skills. Build up of marks to create dimension and tactile surfaces.	Demo ( <b>Photoshop</b> ) In-class Skill: Worksheet Cycles #1 Due
7	February 17	Collage methods in software. Adjusting color levels, cropping, lassos, masks.	Demo ( <b>Photoshop</b> ) Assign Background Collage #4 Skill Worksheet Due

*Digital Painting Workshop*

*ANI154-511*

*W10:10am-11:40pm*

8	February 24	<b>Introduce Final Project</b> , watch examples, lecture and review landscape parts and perspective.	Lecture: Finals Screen: Examples Background #4 Due
9	March 3	Atmospheric perspective, layers, painting styles	Continue Working Milestone #1 Due
10	March 10	Parallax breakdown in After Effects	Demo ( <b>After Effects</b> ) Working in Class Milestone #2 Due
11	March 17	Final Presentation 8:30am-10:45am Critique	Final Project Presentations Due