**NEWM N203**

**Digital Painting**

Department of Human-Centered Computing  
Indiana University School of Informatics and Computing, Indianapolis

Section No.:  
Credit Hours: 3  
Day/Time: Thursdays, 9AM - 11:40AM  
Location: IT 255, Informatics & Communications Technology Complex  
535 West Michigan Street, Indianapolis, IN 46202 [map]  
First Class: 1/11  
Instructor: Bekah Crowmer  
Office Hours: 12-1pm Thursdays  
Office: IT558  
Phone: 317-946-5833  
Email: bek.crow@gmail.com (or rcrowmer@umail.iu.edu)  
Website: www.bekahcrowmer.com (personal)  
Prerequisites:

**COURSE DESCRIPTION:**

This course focuses on the introduction to 2D design and painting in the area of media arts. Students will develop a basic understanding of digital software and hardware, conceptual design standards and practices, techniques for the industry and visual development for films, games, animation, web, or comic books.

**Required Texts:**

There are no required texts for this course.

**Supplementary Texts:**

Author: Digital Tutors/Gnomon, 12-month membership, $70  
Author: FZD School Tutorials Online, Free  
Author: Lynda.com, Free Student Resource  
Author: ImagineFX and Creative Bloq, Free Tutorials online via Creative Bloq, ImagineFX digital subscription $60  
Author: CTRL+PNT, Free beginner lessons, Various prices for advanced lessons  
Author: Art Fundamentals – Color, Light, Composition, Anatomy, Perspective, and Depth by 3dtotal Publishing - $35
Equipment needed:

- 10 gig FlashDrive
  ***The lab we will be working in is equip with 22 Wacom Cintiq Displays and during class you will be using these. However, I recommend you have the following so that you may work from home on assignments, or in the case you cannot access a computer or Cintiq from the school’s public labs.
- Computer (Laptop or Desktop capable of handling program requirements)
- Box Account [http://www.box.iu.edu/]
- Digital Tablet – Wacom Bamboo or better ($60+)

Software used:
  Photoshop CC, Illustrator CC

Contacting Instructor:
I will have open office hours on Thursday from 12-1pm in room IT558, so feel free to stop by at that time. However, if you have a pressing question that may arise in the week or need help on something, do not hesitate to contact me via my personal email (Bek.Crow@gmail.com) or through Canvas. I check my email every day and Canvas several times a week.
If you have an emergency or very important issue, then you can also call or text my phone number (please put your name in the message).

Principles of Undergraduate Learning (PULs)
PUL 1: Core Communication and Quantitative Skills
  1A: Language Skills
  1B: Quantitative Skills
  1C: Information Resources Skills
PUL 2: Critical Thinking
PUL 3: Integration and Application of Knowledge  Major emphasis
PUL 4: Intellectual Depth, Breadth, and Adaptiveness  Minor emphasis
PUL 5: Understanding Society and Culture
PUL 6: Values and Ethics
Course Objectives

Students will learn the basic fundamentals of conceptual design through a series of lesson dedicated to core areas. They will start from the foundation level or learning proper tool functions to developing a rich understanding of visual development in the areas of light, values, texture, and color. Unique assignments will allow students to familiarize themselves with digital painting in the entertainment industry and the various uses for these skills.

Student Learning Outcomes

Upon completion of this course, students will

<table>
<thead>
<tr>
<th></th>
<th>RBT</th>
<th>PUL</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Apply digital painting to designs and concepts in desired field to achieve intended outcomes.</td>
<td>3</td>
<td>3</td>
<td>Lessons/Labs</td>
</tr>
<tr>
<td>2. Understand their current interest in their profession, the careers matching those interests, their demands, and the skills they require.</td>
<td>2</td>
<td>4</td>
<td>Lessons/Assignments</td>
</tr>
<tr>
<td>3. Use digital painting software (such as Adobe Photoshop and Illustrator) and hardware (Cintiq Displays) to achieve a wide range of effects and painting styles.</td>
<td>3</td>
<td>3</td>
<td>Lessons/ Lab/Assignments</td>
</tr>
<tr>
<td>4. Use techniques and methods to portray specific moods with lighting, color, composition, line, and values.</td>
<td>3</td>
<td>3</td>
<td>Assignments 1, 3, 4</td>
</tr>
<tr>
<td>5. Develop unique world environments and characters/creatures with anatomy</td>
<td>3</td>
<td>3</td>
<td>Assignments 2, 5, 6</td>
</tr>
<tr>
<td>6. Incorporate designs into visual portfolio and pitch document.</td>
<td>3</td>
<td>4</td>
<td>Final Project</td>
</tr>
</tbody>
</table>

RBT: Revised Bloom’s taxonomy; PUL: Principle of Undergraduate Learning

EXPECTATIONS, GUIDELINES, AND POLICIES

Attendance:

For success in this class students are expected to attend each class session. Missed classes are only allowed if notice is given a full week in advance. This class has a stringent attendance policy of 1 dropped letter grade for each 2 classes missed. I will take attendance at the beginning of each class.

Incomplete:

The instructor may assign an Incomplete (I) grade only if at least 75% of the required coursework has been completed at passing quality and holding you to previously established time limits would result in unjust hardship to you. All unfinished work must be completed by the date set by the instructor. Left unchanged, an Incomplete automatically becomes an F after one year.
**Deliverables:**
You are responsible for completing each deliverable (e.g., assignment, quiz) by its deadline and submitting it by the specified method. Deadlines are outlined in the syllabus or in supplementary documents accessible through Canvas. Should you miss a class, you are still responsible for completing the deliverable and for finding out what was covered in class, including any new or modified deliverable. In fairness to the instructor and students who completed their work on time, no grade will be given on a deliverable, if it is submitted late, the material will still be reviewed and/or critiqued.

**Exams/quizzes:**
There are no exams or quizzes

**Lab assignments:**
Class tutorials and demos must be completed along with the instructor. Failure to do so can result in a detrimental effect on overall quality of work and trend in lower scores.

**Class assignments:**
Class assignments/projects must be finished and handed in on time. If you can’t get in an assignment before class, email it to me, upload and message it via Canvas.

Grads who are participating in the class will be expected to achieve exemplary results in all assignments, expected to lead in class critique, as well as participate in assisting in the class with undergrads. Often times, the successes and assignments that graduates are asked to do amplify the whole class.

Late Assignments will be deducted a full letter grade for every day past their due date they are late.

**Grading Information:**
- Projects, papers, Class Participation determine grades weekly
- Professionalism is graded over the entirety of the course and includes participation (attitude, in-class critiques and questions, on-time deliverable(s). presentation quality)
- Grades will be returned along with critique no later than 1 week after assignment is turned in.

**WEEKLY SCHEDULE**

**Jan 14/Week 1:**
*Introduction:* Syllabus, Student & Instructor Introductions, Student Knowledge
*Lecture:* Equipment/Software Introduction
Go over Resources, discuss current market/industry
*Lab:* Student Skills Assessment
Assignment: Practice with digital tablet for entire week. If tablet is not in current possession, please purchase one. You must have one for in class use. Student Skill Assessment can be taken home for completing if not completed in class.

Jan 21/Week 2:
Lecture: Introduction to Visual Development and Techniques
Lab: The Brush Tool – Basic tool Efficiency
(Brush control, custom brushes, blending settings, etc)
Working with Thumbnails and Sketches
Using various options in Photoshop to achieve different effects

Assignment 1 (100 pts): Tracing Sketches – 3 freehand, 3 vector. Due Feb. 4

Jan 28/Week 3:
Lecture: Line work – uses and simplification
Line weight and variation
Vector vs. Raster lines
Lab: Straight line practice – freehand vs. vector

Feb 4/Week 4:
Lecture: Critique of Assignment 1
Cartography – Using Line and Color to communicate information
The History of Map Making, Modern Development and uses
A look at map making in gaming and the real world.
Lab: Make a map, use Photoshop to weather it.

Assignment 2 (100pts): Create a map for a fictional town. Use line and color to convey different information. Due Feb. 18.

Feb 11/ Week 5:
Lecture: Continue on Map
Using Photoshop – tips and tricks
Starting from sketch to finished
Basic Rendering
Lab: Working in Photoshop – extra info on tools - Values and Lights - Gray scale
Feb 18/Week 6:
Lecture: Critique of Assignment 2: Maps
Gray scale work, optimizing layers and working flat
Using Composition to develop a piece
Perspective
Lab: Working with and without line art
Assignment 3 (150 pts): Create a greyscale painting of some kind. This should be a small scene with a character and simple background. Due March 3.

Feb 25/Week 7:
Lecture: Lighting and mood
Painting techniques – cell shading, soft-cell shading, soft shading
Lab: Gray scale to Color, using different Photoshop options

March 3/Week 8:
Lecture: Critique of Assignment 3: Greyscale painting
Color theory, color relativity, Direct and Indirect Coloring
Blending Revisited, Applying value and lighting to color
Lab: Basic Shape lighting practice w/color
Assignment 4 (150 pts.): Using the greyscale painting you made last class, use Photoshop to add color to it in different ways. Make 3 different distinct color moods for one painting. Due March 17

March 10/Week 9:
Lecture: Character development – unique designs and showing expressions
Human and non-human anatomy
Painting Directly with Color
Lab: Showing how to make both a realistic or cartoony character

March 17/Week 10: SPRING BREAK

March 24/Week 11:
Lecture: Critique of Assignment 4: Color Painting
Working organically: a history of medical illustrations, and how to make and understand them. Painting, bone, muscle, and skin
Lab: Color Picking, Different bodily textures. Ethnicity.

Assignment 5 (200 pts): Paint a humanoid head using different layering processes, starting from skull, then muscle, veins, and finally skin. Head can be realistic or more stylized. Due April 7

March 31/Week 12:
Lecture: Scientific Concept Paintings – Alien Worlds
          Environments – Color Compositing and Photobashing
Lab: Laying ideas down quickly – Layering photos with paint overs, how to concept a theoretical world

Assignment 6 (200 pts): Create an alien planet based off a prompt I give you, then create a painting roughs exploring the unique landscape and environmental effects encountered on the world. (Due April 14)

April 7/Week 13:
Lecture: Critique of Assignment 5: Humanoid head
          Switching Gears, Final Announcement and Requirements
          Conceptual Art – Processes and design practices
          Creating believable worlds and consistency
Lab: Designing with a theme

Assignment 7: Final (400pts.) - Begin Mockups for Final – Proposals and Sketches due April 14, to be checked by Instructor and TA individually.

April 14/Week 14:
Lecture: Critique of Assignment 6: Alien World
Lab: Work on Final/ In class Assistance

Assignment: Work on Final

April 21/Week 15:
Lecture: Assignment resubmissions open until final day.
Lab: Final Lab Time

Assignment: Finish final for presentations next week
April 28/Week 16:
Lecture: Final Presentations

**Note** Assignment resubmissions will remain open into finals week, still keeping with the class time, so at the latest of **MAY 5th 11:59pm**! Final grades for the course will be posted no later than **May 10th**.

Grading Information:

**Weekly Assignments**

All Assignments are due on time to the designated folder. Assignments are assessments of lecture and lab materials covered.

**Grade Breakdown**

15% approx.. - Labs (Participation) – 20pts. x 16 = 320 pts. total
65% approx. - Assignments = 900 pts. Total
- Assignment 1: 100pts.
- Assignment 2: 100 pts.
- Assignment 3: 150pts.
- Assignment 4: 150pts.
- Assignment 5: 200pts.
- Assignment 6: 200pts.
20% approx. - Final – 400 pts. total

**Final Project**
The final project is an assessment over all course material combined. The final is worth an accumulated 400 points.
- 200 points for completion of assigned requirements and attention to detail.
- 150 points for understanding of material and growth in course work
- 50 points for presentation skills
Grading Scale:

- **A+** 97 – 100  Outstanding achievement, given at the instructor’s discretion
- **A**  93 – 100  Excellent achievement
- **A–** 90 – 092.99  Very good performance and quality of work
- **B+** 87 – 089.99  Good performance and quality of work
- **B**  83 – 086.99  Modestly acceptable performance and quality of work
- **B–** 80 – 082.99  Marginal acceptable performance and quality of work
- **C+** 77 – 079.99  Unacceptable work (Core course must be repeated for credit)
- **C**  73 – 076.99  Unacceptable work (Core course must be repeated for credit)
- **C–** 70 – 072.99  Unacceptable work (Course must be repeated for credit)
- **D+** 67 – 069.99  Unacceptable work (Course must be repeated for credit)
- **D**  63 – 066.99  Unacceptable work (Course must be repeated for credit)
- **D–** 60 – 062.99  Unacceptable work (Course must be repeated for credit)
- **F**  Below 60  Unacceptable work (Course must be repeated for credit)

No credits toward major, minor, or certificate requirements are granted for a grade below B–.

**CODE OF CONDUCT**

All students should aspire to the highest standards of academic integrity. Using another student’s work on an assignment, cheating on a test, not quoting or citing references correctly, or any other form of dishonesty or plagiarism shall result in a grade of zero on the item and possibly an F in the course. Incidences of academic misconduct shall be referred to the Department Chair and repeated violations shall result in dismissal from the program.

All students are responsible for reading, understanding, and applying the Code of Student Rights, Responsibilities and Conduct and in particular the section on academic misconduct. Refer to The Code > Responsibilities > Academic Misconduct at [http://www.indiana.edu/~code/](http://www.indiana.edu/~code/). All students must also successfully complete the Indiana University Department of Education “How to Recognize Plagiarism” Tutorial and Test. [https://www.indiana.edu/~istd](https://www.indiana.edu/~istd) You must document the difference between your writing and that of others. Use quotation marks in addition to a citation, page number, and reference whenever writing someone else’s words (e.g., following the *Publication Manual of the American Psychological Association*). To detect plagiarism instructors apply a range of methods, including Turnitin.com. [http://www.ulib.iupui.edu/libinfo/turnitin](http://www.ulib.iupui.edu/libinfo/turnitin)

**Academic Misconduct:**

1. **Cheating:** Cheating is considered to be an attempt to use or provide unauthorized assistance, materials, information, or study aids in any form and in any academic exercise or environment.

   a. A student must not use external assistance on any “in-class” or “take-home” examination, unless the instructor specifically has authorized external assistance. This prohibition includes, but is not limited to, the use of tutors, books, notes, calculators, computers, and wireless communication devices.
b. A student must not use another person as a substitute in the taking of an examination or quiz, nor allow other persons to conduct research or to prepare work, without advanced authorization from the instructor to whom the work is being submitted.

c. A student must not use materials from a commercial term paper company, files of papers prepared by other persons, or submit documents found on the Internet.

d. A student must not collaborate with other persons on a particular project and submit a copy of a written report that is represented explicitly or implicitly as the student’s individual work.

e. A student must not use any unauthorized assistance in a laboratory, at a computer terminal, or on fieldwork.

f. A student must not steal examinations or other course materials, including but not limited to, physical copies and photographic or electronic images.

g. A student must not submit substantial portions of the same academic work for credit or honors more than once without permission of the instructor or program to whom the work is being submitted.

h. A student must not, without authorization, alter a grade or score in any way, nor alter answers on a returned exam or assignment for credit.

2. **Fabrication:** A student must not falsify or invent any information or data in an academic exercise including, but not limited to, records or reports, laboratory results, and citation to the sources of information.

3. **Plagiarism:** Plagiarism is defined as presenting someone else’s work, as one’s own. Any ideas or materials taken from another source for either written or oral use must be fully acknowledged, unless the information is common knowledge. What is considered “common knowledge” may differ from course to course.

   a. A student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.

   b. A student must give credit to the originality of others and acknowledge indebtedness whenever:

      1. directly quoting another person’s actual words, whether oral or written;
      2. using another person’s ideas, opinions, or theories;
      3. paraphrasing the words, ideas, opinions, or theories of others, whether oral or written;
      4. borrowing facts, statistics, or illustrative material; or
      5. offering materials assembled or collected by others in the form of projects or collections without acknowledgment.
4. **Interference:** A student must not steal, change, destroy, or impede another student’s work, nor should the student unjustly attempt, through a bribe, a promise of favors or threats, to affect any student’s grade or the evaluation of academic performance. Impeding another student’s work includes, but is not limited to, the theft, defacement, or mutilation of resources so as to deprive others of the information they contain.

5. **Violation of Course Rules:** A student must not violate course rules established by a department, the course syllabus, verbal or written instructions, or the course materials that are rationally related to the content of the course or to the enhancement of the learning process in the course.

6. **Facilitating Academic Dishonesty:** A student must not intentionally or knowingly help or attempt to help another student to commit an act of academic misconduct, nor allow another student to use his or her work or resources to commit an act of misconduct.

**OTHER POLICIES**

1. **Right to revise:** The instructor reserves the right to make changes to this syllabus as necessary and, in such an event, will notify students of the changes immediately.

2. **IUPUI course policies:** A number of campus policies governing IUPUI courses may be found at the following link: [http://registrar.iupui.edu/course_policies.html](http://registrar.iupui.edu/course_policies.html)

3. **Classroom civility:** To maintain an effective and inclusive learning environment, it is important to be an attentive and respectful participant in lectures, discussions, group work, and other classroom exercises. Thus, unnecessary disruptions should be avoided, such as ringing cell phones engagement in private conversations and other unrelated activities. Cell phones, media players, or any noisy devices should be turned off during a class. Texting, surfing the Internet, and posting to Facebook or Twitter during class are generally not permitted. Laptop use may be permitted if it is used for taking notes or conducting class activities. Students should check with the instructor about permissible devices in class. IUPUI nurtures and promotes “a campus climate that seeks, values, and cultivates diversity in all of its forms and that provides conditions necessary for all campus community members to feel welcomed, supported, included, and valued” (IUPUI Strategic Initiative 9). IUPUI prohibits “discrimination against anyone for reasons of race, color, religion, national origin, sex, sexual orientation, marital status, age, disability, or [veteran] status” (Office of Equal Opportunity). Profanity or derogatory comments about the instructor, fellow students, invited speakers or other classroom visitors, or any members of the campus community shall not be tolerated. A violation of this rule shall result in a warning and, if the offense continues, possible disciplinary action.

4. **Bringing children to class:** To ensure an effective learning environment, children are not permitted to attend class with their parents, guardians, or childcare providers.

5. **Course Evaluations:** Course evaluations provide vital information for improving the quality of courses and programs. Students are urged to complete one course and instructor evaluation for each section in which they are enrolled at the School of
Informatics and Computing with the following three exceptions: (a) The student has withdrawn from the course; (b) fewer than five students are enrolled in the section (in which case anonymity is impossible); and (c) the section is a laboratory that must be taken with a course having a different section number. Course evaluations are completed at https://soic.iupui.edu/app/course-eval/. Course evaluations are open from the eleventh week. Course evaluations are anonymous, which means that no one can view the name of the student completing the evaluation. In addition, no one can view the evaluation itself until after the instructor has submitted the final grades for the course. In small sections, demographic information should be left blank, if it could be used to identify the student.

6. **Communication:** For classroom-based courses, instructor or teaching assistant should respond to emails by the end of the next class or, for online courses, within two Indiana University working days, which excludes weekends and holidays. The instructor should provide weekly office hours or accept appointments for face-to-face, telephone, or teleconferenced meetings, and announce periods of extended absence in advance.

7. **Email:** Indiana University uses your IU email account as an official means of communication, and students should check it daily for pertinent information. Although you may have your IU email forwarded to an outside email account, please email faculty and staff from your IU email account.

8. **Disabilities Policy:** In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to reasonable accommodations. Please notify the instructor during the first week of class of accommodations needed for the course. Students requiring accommodations because of a disability must register with Adaptive Educational Services (AES) and complete the appropriate AES-issued before receiving accommodations. The AES office is located at UC 100, Taylor Hall (Email: aes@iupui.edu, Tel. 317 274-3241). Visit http://aes.iupui.edu for more information.

9. **Administrative Withdrawal:** A basic requirement of this course is that students participate in all class discussions and conscientiously complete all required course activities and/or assignments. If a student is unable to attend, participate in, or complete an assignment on time, it is the student’s responsibility to inform the instructor. If a student misses more than half of the required activities within the first 25% of the course without contacting the instructor, the student may be administratively withdrawn from this course. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and a student who has been administratively withdrawn from a course is ineligible for a tuition refund. Contact the instructor with questions concerning administrative withdrawal.

10. **Emergency Preparedness:** Safety on campus is everyone’s responsibility. Know what to do in an emergency so that you can protect yourself and others. For specific information, visit the emergency management website. http://protect.iu.edu/emergency
11. **Student Advocate**: The Student Advocate provides assistance to students with personal, financial, and academic issues. The Student Advocate Office is located in the Campus Center, Suite 350. The Student Advocate may also be contacted by phone at 317 274-4431 or by email at studvoc@iupui.edu. For more information visit [http://studentaffairs.iupui.edu/advocate](http://studentaffairs.iupui.edu/advocate).

12. **Counseling and Psychological Services (CAPS)**: Students seeking counseling or other psychological services should contact the CAPS office by phone at 274-2548 or email at capsindy@iupui.edu. For more information visit [http://life.iupui.edu/caps/](http://life.iupui.edu/caps/).

**MISSION STATEMENT**

The Mission of IUPUI is to provide for its constituents excellence in

- Teaching and Learning;
- Research, Scholarship, and Creative Activity; and
- Civic Engagement.

With each of these core activities characterized by

- Collaboration within and across disciplines and with the community;
- A commitment to ensuring diversity; and
- Pursuit of best practices.

IUPUI’s mission is derived from and aligned with the principal components—Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices—of Indiana University’s Strategic Directions Charter.

**STATEMENT OF VALUES**

IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana’s capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community, both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.