



Master Course Syllabus

For additional course information, including prerequisites, corequisites, and course fees, please refer to the Catalog: <https://catalog.uvu.edu/>

Semester: Spring

Course Prefix: ART

Course Title: Digital Painting 1

Year: 2025

Course and Section #: 2260-003

Credits: 3

Course Description

Introduces the digital illustrator/painter to the application of various digital painting software programs such as Photoshop, Procreate, and Fresco.

Course Attributes

This course has the following attributes:

- General Education Requirements
- Global/Intercultural Graduation Requirements
- Writing Enriched Graduation Requirements
- Discipline Core Requirements in Program
- Elective Core Requirements in Program
- Open Elective

Other: *Click here to enter text.*

Instructor Information

Instructor Name: Kelton Cram

Student Learning Outcomes

- Relate key illustration readings to image making;
 - Develop skills in understanding and applying digital painting software;
 - Use software tools to convey ideas through shape, volume, texture and color;
 - Identify effective visual communication and conceptualization skills.
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Course Materials and Texts

Desktop Computer or Laptop (if needed)

Digital Painting software i.e. Photoshop, Procreate or Corel Painter

Digital Painting tablet i.e. Wacom Intuos, Cintiq, iPad Pro etc...

Stylus

Sketchbook and proper drawing materials (if needed)

Course Requirements

Course Assignments, Assessments, and Grading Policy

Assignments

Week 1: Introduction to Digital Painting

Course 1: Overview of Digital Art Tools

- Introduction to Digital Painting software (Photoshop, Procreate, etc.)
- Exploring the user interface: brushes, layers, canvas setup
- Basic settings for a digital painting workflow

Course 2: Basic Brush Techniques & Customization

- Introduction to brushes: types, dynamics, and settings
- Customizing brushes and understanding texture vs. solid strokes
- Practicing basic strokes and shapes

Week 2: Color Theory and Composition

Course 3: Fundamentals of Color Theory

- Color wheel, complementary colors, analogous colors
- Warm vs. cool colors and their emotional impacts

Course 4: Understanding Value and Contrast

- Importance of value in creating depth and focus
- Techniques for manipulating contrast and brightness

Week 3: The Basics of Shapes and Form

Course 5: Creating and Rendering Basic Shapes

- Simple objects: spheres, cubes, cylinders
- Understanding light and shadow to create 3D forms

Course 6: Understanding Perspective in Digital Art

- One-point and two-point perspective basics
- Applying perspective to digital compositions

Week 4: Working with Layers & Textures

Course 7: Layering in Digital Painting

- Understanding layers: background, mid-ground, foreground
- Masking and adjustment layers

Course 8: Textures and Surface Rendering

- Using textures to create realistic effects
- Techniques for painting fabric, wood, metal, etc.

Week 5: Creating Digital Portraits

Course 9: Basic Face Proportions & Layout

- Understanding basic human face proportions
- Sketching and blocking in the face structure

Course 10: Painting Skin Tones and Facial Features

- Techniques for blending skin tones and textures
- Painting eyes, nose, mouth, and hair

Week 6: Lighting and Shadow Techniques

Course 11: Introduction to Lighting

- Basic light types (ambient, key light, fill light)
- Hard vs. soft shadows and their uses in painting

Course 12: Light and Shadow in Portraiture

- Applying light and shadow to a painted portrait
- Understanding reflections and highlights on the skin

Week 7: Digital Brushes & Advanced Tools

Course 13: Advanced Brush Techniques

- Using textured brushes for different materials
- Creating and using custom brushes

Course 14: Selection and Masking Techniques

- Quick Selection, Magic Wand, and Lasso tools
- Layer masks and their uses for fine-tuned editing

Week 8: Environmental Design Basics

Course 15: Creating Simple Backgrounds

- Painting skies, basic landscapes, and backdrops
- Understanding atmospheric perspective in digital art

Course 16: Introduction to Foreground Elements

- Painting plants, rocks, and small objects to add to environments
- Layering techniques for creating depth in a scene

Week 9: Digital Still Life Studies

Course 17: Painting Objects and Still Life Setup

- Creating depth through careful object placement
- Techniques for rendering textures of glass, metal, and other materials

Course 18: Color Studies and Material Rendering

- Color matching and texture painting
- Focus on painting reflective and transparent objects

Week 10: Character Design Fundamentals

Course 19: Sketching a Character

- Proportions and gesture drawing for characters
- Defining character design with pose and personality

Course 20: Designing Clothing and Accessories

- Painting folds, seams, and fabrics
- Integrating character design into digital painting

Week 11: Refining Techniques in Digital Painting

Course 21: Layer Management & Efficiency

- Organizing layers for a smoother workflow
- Efficiently managing large, complex projects

Course 22: Blending and Smooth Transitions

- Techniques for smooth blending between shadows and highlights
- Using opacity, flow, and pressure for smooth transitions

Week 12: Advanced Color & Lighting

Course 23: Advanced Lighting and Mood

- Creating dynamic lighting setups and dramatic effects
- Working with color grading and overall mood

Course 24: Refining Skin Tones and Detailed Facial Features

- Advanced skin painting techniques for realism
- Detailing features: pores, eyelashes, and highlights

Week 13: Conceptualizing and Composing Full Scenes

Course 25: Creating a Concept Art Piece

- Starting from thumbnails to full compositions
- Designing environments and characters in the same scene

Course 26: Balancing Composition, Lighting, and Color

- Finalizing composition with a focus on visual flow
- Using color and lighting to create harmony within a scene

Week 14: Introduction to Digital Painting for Animation

Course 27: Concept Art for Animation

- Basics of creating backgrounds for animated scenes
- Understanding scene transitions and storyboarding

Course 28: Animating Still Images (Basics)

- Introduction to 2D animation: using frame-by-frame painting techniques
- Basic movement using layers and keyframes

Week 15: Final Project and Portfolio Preparation

Course 29: Project Development and Refining Artwork

- Working on a final project: character design, environment painting, or concept art
- Review of techniques learned throughout the course

Course 30: Creating a Digital Art Portfolio

- Compiling digital paintings into a professional portfolio
- Presenting work: layout, presentation, and best practices

Final Assessment:

- **Final Project:** Students will submit a fully developed digital painting of either a character design, environment, or concept art piece. They should apply all techniques learned during the course, demonstrating their ability to paint realistically, use proper composition, and develop mood with color and lighting.
- **Portfolio:** Students will prepare and submit a digital portfolio showcasing their best work from the course.

Assessments

- did you meet the concept of the assignment
- did you meet the deadline/is the work complete
- did you follow strong design principles
- did you come up creative and fun solutions
- did you show technical mastery of materials

Grading Policy

- A 90-100%
- A-90-92.9%
- B 80-89%
- C 70-79%
- D 65-69%
- E 0-64%
- UW indicates an unofficial withdrawal from class

Required or Recommended Reading Assignments

N/A

General Description of the Subject Matter of Each Lecture or Discussion

To further explore various digital painting fundamentals and techniques. For more information, see the Course Requirements Section.

Required Course Syllabus Statements

Generative AI

AI programs are not a replacement for your human creativity, originality, and critical thinking. Writing, thinking, and brainstorming are crafts that you must develop over time to develop your own individual voice. At the same time, you should learn how to use AI and in what instances AI can assist you.

The use of generative AI tools (e.g. ChatGPT) is permitted in this course for the following activities:

- Brainstorming and refining your ideas;
- Finding information on your topic;
- Refining Style direction.

The use of generative AI tools is not permitted in this course for the following activities:

- Impersonating your work in classroom contexts, such as by using AI tools to compose discussion board prompts/responses assigned to you or content that you put into a Teams/Canvas chat.
- Generating artwork for class assignments.
- Generating final artwork.

You are responsible for the information you submit and that it does not violate intellectual property laws, or contain misinformation or unethical content. Your use of AI tools must be properly documented and cited in order to stay within university policies on academic honesty.

Any student work submitted using AI tools should clearly indicate what work is the student's work and what part is generated by the AI. In such cases, no more than 25% of the student work should be generated by AI. If any part of this is confusing or uncertain, please reach out to me for a conversation before submitting your work.

Using Remote Testing Software

This course does not use remote testing software.

This course uses remote testing software. Remote test-takers may choose their remote testing locations. Please note, however, that the testing software used for this may conduct a brief scan of remote test-takers' immediate surroundings, may require use of a webcam while taking an exam, may require the microphone be on while taking an exam, or may require other practices to confirm academic honesty. Test-takers therefore shall have no expectation of privacy in their test-taking location during, or immediately preceding, remote testing. If a student strongly objects to using test-taking software, the student should contact the instructor at the beginning of the semester to determine whether alternative testing arrangements are feasible. Alternatives are not guaranteed.

Required University Syllabus Statements

Accommodations/Students with Disabilities

Students needing accommodations due to a permanent or temporary disability, pregnancy or pregnancy-related conditions may contact UVU [Accessibility Services](#) at accessibilityservices@uvu.edu or 801-863-8747.

Accessibility Services is located on the Orem Campus in BA 110.

Deaf/Hard of Hearing students requesting ASL interpreters or transcribers can contact Accessibility Services to set up accommodations. Deaf/Hard of Hearing services can be contacted at DHHservices@uvu.edu

DHH is located on the Orem Campus in BA 112.

Academic Integrity

At Utah Valley University, faculty and students operate in an atmosphere of mutual trust. Maintaining an atmosphere of academic integrity allows for free exchange of ideas and enables all members of the community to achieve their highest potential. Our goal is to foster an intellectual atmosphere that produces scholars of integrity and imaginative thought. In all academic work, the ideas and contributions of others must be appropriately acknowledged and UVU students are expected to produce their own original academic work.

Faculty and students share the responsibility of ensuring the honesty and fairness of the intellectual environment at UVU. Students have a responsibility to promote academic integrity at the university by not participating in or facilitating others' participation in any act of academic dishonesty. As members of the academic community, students must become familiar with their [rights and responsibilities](#). In each course, they are responsible for knowing the requirements and restrictions regarding research and writing, assessments, collaborative work, the use of study aids, the appropriateness of assistance, and other issues. Likewise, instructors are responsible to clearly state expectations and model best practices.

Further information on what constitutes academic dishonesty is detailed in [UVU Policy 541: Student Code of Conduct](#).

Equity and Title IX

Utah Valley University does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, gender expression, age (40 and over), disability, veteran status, pregnancy, childbirth, or pregnancy-related conditions, citizenship, genetic information, or other basis protected by applicable law, including Title IX and 34 C.F.R. Part 106, in employment, treatment, admission, access to educational programs and activities, or other University benefits or services. Inquiries about nondiscrimination at UVU may be directed to the U.S. Department of Education's Office for Civil Rights or UVU's Title IX Coordinator at 801-863-7999 – TitleIX@uvu.edu – 800 W University Pkwy, Orem, 84058, Suite BA 203.

Religious Accommodation

UVU values and acknowledges the array of worldviews, faiths, and religions represented in our student body, and as such provides supportive accommodations for students. Religious belief or conscience broadly includes religious, non-religious, theistic, or non-theistic moral or ethical beliefs as well as participation in religious holidays, observances, or activities. Accommodations may include scheduling or due-date modifications or make-up assignments for missed class work.

To seek a religious accommodation, a student must provide written notice to the instructor and the Director of Accessibility Services at accessibilityservices@uvu.edu. If the accommodation relates to a scheduling conflict, the notice should include the date, time, and brief description of the difficulty posed by the conflict. Such requests should be made as soon as the student is aware of the prospective scheduling conflict.

While religious expression is welcome throughout campus, UVU also has a [specially dedicated space](#) for meditation, prayer, reflection, or other forms of religious expression.