



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 2

Year: 2025

Course and Section #: 3260-601

Credits: 3

Course Description

Focuses on creating quality digital paintings/illustrations in a studio setting. Studies the more subtle features of the software applications. Practices advanced conceptual and problem solving skills.

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: James Madsen

Student Learning Outcomes

- Describe the purpose and utility of various digital painting software platforms;
 - Practice digital painting techniques;
 - Display proficiency in projects and assignments;
 - Apply advanced understanding of digital painting software;
 - Exhibit advanced conceptual and visual problem-solving 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: Advanced Tools & Techniques

Course 1: Refining Brushwork & Custom Brushes

- Advanced brush customization and techniques
- Creating brushes for specific textures (hair, fur, fabric, etc.)
- Brush management for efficiency

Course 2: Advanced Layer Techniques

- Layer blending modes and their uses
- Organizing and managing complex layer structures
- Using adjustment layers for color correction

Week 2: Mastering Light and Shadow

Course 3: Advanced Lighting Techniques

- Light interaction with complex surfaces (metal, glass, skin)
- Understanding and applying global illumination
- Creating light sources and reflections dynamically

Course 4: Dynamic Shadows and Atmospheric Effects

- Casting and receiving shadows on irregular forms
- Creating atmospheric effects (fog, mist, light rays)
- Using light to enhance mood and drama in compositions

Week 3: Realism in Digital Painting

Course 5: Realistic Skin and Hair Rendering

- Advanced techniques for skin tones, pores, and blemishes
- Rendering realistic hair textures and movement
- Using different brushes for texture variation

Course 6: Painting Complex Materials

- Rendering different surfaces: metal, glass, water, fabric
- Layering techniques for creating realistic textures
- Understanding glossiness, reflectivity, and refraction

Week 4: Advanced Figure Drawing and Anatomy

Course 7: Detailed Human Anatomy for Digital Painting

- Advanced study of muscles, bones, and skin folds
- How anatomy influences light, shadow, and surface texture

Course 8: Dynamic Posing and Expression in Characters

- Drawing dynamic poses using reference material
- Capturing mood and emotion through body language
- Working with exaggerated poses and gestures

Week 5: Complex Color Theory

Course 9: Advanced Color Harmonies

- Using split-complementary, triadic, and tetradic color schemes
- Creating color palettes to evoke specific moods or themes
- Color theory in different lighting conditions

Course 10: Mastering Color Temperature and Mood

- Working with warm and cool colors for emotional impact
- Using color grading techniques to set mood in a scene
- Harmonizing colors in complex compositions

Week 6: Painting Realistic Textures

Course 11: Texture Painting for Hard Surfaces

- Detailed techniques for painting realistic wood, stone, and metal
- Using texture brushes and custom texture mapping
- Layering for depth and realism

Course 12: Painting Organic Textures

- Techniques for painting organic materials like skin, fur, leaves, and water
- Layering techniques for realistic hair, animal fur, and foliage
- Understanding subsurface scattering (light through materials)

Week 7: Environment Painting: Realism & Design

Course 13: Designing Realistic Landscapes

- Painting realistic terrain: mountains, forests, oceans, skies
- Creating depth with atmospheric perspective
- Working with light sources and weather effects in environments

Course 14: Urban and Architectural Painting

- Techniques for painting buildings, streets, and urban environments
- Working with perspective and light in architecture
- Detailing windows, walls, and reflective surfaces in urban settings

Week 8: Character Design Refinement

Course 15: Clothing Design and Fabric Rendering

- Painting clothing textures and materials (leather, fabric, metal)
- Understanding folds, wrinkles, and stitching
- Using layers to break down clothing into basic forms

Course 16: Designing Weapons, Props, and Accessories

- Designing and painting props that complement characters (weapons, tools, jewelry)
- Detailing intricate accessories and futuristic elements
- Creating believable textures for props

Week 9: Visual Storytelling

Course 17: Creating Compelling Narrative Scenes

- Composing illustrations that tell a story
- Using lighting, color, and composition to convey emotion or action
- Creating focal points and guiding the viewer's eye

Course 18: Character Interaction in Complex Scenes

- Composing characters interacting within an environment
- Working with foreground, middle ground, and background elements
- Managing multiple light sources and reflections in narrative scenes

Week 10: Advanced Concept Art

Course 19: Concept Art for Film and Video Games

- Designing environments and characters for animation or games
- Working with specific design requirements (style guides, setting, genre)
- Translating mood, tone, and theme into concept art

Course 20: Advanced Sketching and Thumbnailing for Concepts

- Using thumbnail sketches to plan and explore ideas
- Working with loose, fast sketches to explore compositions and lighting
- Refining concepts into finalized pieces

Week 11: Painting Fantasy and Sci-Fi Elements

Course 21: Designing and Painting Fantasy Creatures

- Anatomy and design for fantasy creatures (dragons, monsters, etc.)
- Painting texture and details for mythological creatures
- Integrating creatures into environments seamlessly

Course 22: Sci-Fi Design and Painting

- Designing futuristic environments, vehicles, and technology
- Painting sci-fi characters and mechanical elements (robots, cyborgs, spacecraft)
- Using lighting and color to evoke a futuristic feel

Week 12: Digital Illustration Techniques

Course 23: Creating Cinematic Lighting and Mood

- Creating high-contrast lighting scenarios for dramatic effect
- Using cinematic composition to build tension and emotion
- Layering techniques for creating complex lighting setups

Course 24: Painting and Rendering Conceptual Scenes

- Exploring narrative concepts in illustration
- Creating detailed, finished scenes from initial thumbnails
- Techniques for making your digital art look polished and professional

Week 13: Mastering Digital Portraiture

Course 25: Advanced Digital Portrait Techniques

- Deep dive into painting highly detailed and realistic portraits
- Working with skin texture, pores, and fine details like eyelashes
- Capturing personality through facial expressions and subtle details

Course 26: Conceptualizing Stylized Portraits

- Creating portraits with a stylized or caricatured approach
- Applying unique artistic choices to convey emotion and character
- Working with color, abstraction, and minimalism in portraiture

Week 14: Finalizing Professional Projects

Course 27: Working with References and Photo Manipulation

- How to use photo references effectively while maintaining artistic integrity
- Integrating photo manipulation in digital paintings (textures, backgrounds, lighting)
- Maintaining consistency and style in a project

Course 28: Feedback and Refinement

- In-class critique sessions and feedback from peers and instructor
- Refining and polishing your final project based on critiques
- Learning to accept and apply constructive criticism

Week 15: Final Project and Portfolio Creation

Course 29: Final Project Development

- Completing a detailed, polished final project (character design, environment, or conceptual piece)
- Applying all techniques learned throughout the course to create a professional-level piece
- Workshopping final adjustments with feedback from peers and instructor

Course 30: Portfolio Presentation & Professional Practices

- Assembling a professional digital painting portfolio
- Best practices for presenting work to clients, galleries, and online platforms
- Final critique of portfolio and project presentation

Final Assessment:

- **Final Project:** A fully realized digital painting, incorporating character design, environment, and advanced lighting or texture techniques. Students should apply the knowledge and skills they've developed throughout the course.
- **Portfolio Review:** Students will submit a digital portfolio that showcases their best work from the course, including refined sketches, studies, and final pieces. The portfolio should be tailored for professional opportunities (freelance work, gaming studios, animation studios, etc.).

This schedule offers a comprehensive and advanced curriculum designed for students who are ready to take their digital painting skills to a professional level. By emphasizing technical mastery, conceptual design, and creative storytelling, this course prepares students for a variety of creative industries, including gaming, film, illustration, and concept art.

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 advanced digital painting fundamentals and techniques. For additional information, refer to 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.