Course Link: https://vimeopro.com/focii/educational/page/1

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Syllabus Development: Paul Njuguna

Course Description

Learn Digital Art Fundamentals. This course is designed to help you understand the fundamental principles and elements of good digital design.

Projects

After we cover these principles and elements, we will then move on and work on a practical project at the end of this course. We will look at the design brief, research and reference, planning for production and pre-visualization to finished artwork.

Who should take this course

This course is designed for anyone who enjoys digital art, from photographers, graphic and web designers, animators and more. Whether a beginner or even an intermediate user, you will gain a vast on skills taking this course.

Prerequisites

There are no skill prerequisites for this course. You are expected to have access to a copy of Corel Painter in any version, though we will be using Painter 2015 in this course, no prior Painter skills are required.

What am I going to get from this course?

- Quick orientation with Corel Painter

- Composing with paint and imported content

- Introduction to lighting tools in Corel Painter

- Proportion in composition

- Mixing fonts

- Properties of line

- The art of simplification

- What is light logic and radiosity

+ more...

What is the target audience?

Photographers, graphic and web designers, animators and anyone loving digital arts.

Curriculum

Section 1: Introduction

1. Welcome. Collect project files for this course here.

2. Course introduction

3. Software to support this course

Section 2: Design

4. What is design?

5. Understanding aesthetics

6. Man and his love of art

Section 3: Space, line and lettering

7. Introduction to spatial design

8. How to use negative space

9. Properties of Line

10. Font usage

Section 4: Bite size design principles

11. Contrast and focus

12. Mixing fonts

13. Proportion in form

14. Proportion in composition

15. The art of simplification

Section 5: Foundation of light in design

16. Introduction to light

17. Traditional usage (Chiaroscuro principles)

18. What is light logic and radiosity

19. Observing the effects of light

20. Introduction to lighting tools in Corel Painter

Section 6: Artists tools

21. Quick orientation with Corel Painter

22. Composing with paint and imported content