

## Digital Arts

Digital Arts is a semester-long elective designed to provide computer science students with an introduction to visualization-graphics programming on computers. To equip students for today's digitally driven lifestyle, this course focuses on using a digital camera and the practical application of digital imaging and editing programs. Additionally, students will work with audio-editing programs, and will also examine 3D technology and cinematography.

Throughout the course, students may be asked to answer questions or to reflect on what they've read in their notes. The notes are not graded. Rather, they are a way for students to extend their thinking about the lesson content. Students may keep handwritten or typed notes.

Unit 1: Digital Arts	
Assignments	
Digital Arts	1. Course Overview
	2. Introduction to Digital Arts
	3. Project: Introduction to Digital Arts
	4. Why Do We Study Digital Art?
	5. Digital Art as Mass Communication
	6. Project: Digital Art as Mass Communication
	7. Citizen Media
	8. Project: Citizen Media
	9. What is Digital Photography?
	10. Project: What is Digital Photography?
	11. How the Digital Camera Works
	12. Project: How the Digital Camera Works
	13. Shooting Technique
	14. Project: Shooting Technique
	15. Types of Photography
	16. Digital Image Editing
	17. Digital Image Editing Software
	18. Photoshop Express
	19. Project: Photoshop Express
	20. Show and Tell
	21. Project: Show and Tell
	22. Audio Recording and Playback
	23. Analog vs. Digital Audio
	24. Digital Audio Editing
	25. Project: Digital Audio Editing
	26. 2D Animation
	27. 3D Animation
	28. Project: 3D Animation
	29. 3D Animation - More Than Entertainment
	30. Digital SFX for Film and Video
	31. Project: Digital SFX for Film and Video
	32. Digital Video Revolution
	33. Project: Digital Video Revolution
	34. Digital Cinematography
	35. Post Production
	36. What's Next?
	37. Project: What's Next?
	38. Web Basics
	39. Introduction to Web Design
	40. Storyboarding
	41. Project: Introduction to Web Design
	42. Websites - Mixing Light Entertainment with Income Generation
	43. Project: Websites - Mixing Light Entertainment with Income Generation
	44. Digital Gaming - A Brief History
	45. Gaming Today
	46. Virtual Reality - Practical Applications
	47. Virtual Reality - Cutting Edge
	48. Project: Virtual Reality - Cutting Edge
	49. The Future of Digital Arts
	50. Project: The Future of Digital Arts
	51. Glossary and Credits