

Module Title:	Introduction to 2D Digital Art
Language of Instruction:	English
Credits:	5
NFQ Level:	6
Module Delivered In	3 programme(s)
Teaching & Learning Strategies:	Lectures / Tutorials / Practical's. The strategy will primarily be based on learning by doing strategy, focusing on detailed instruction and tutorials and engaging practical projects. Students will be led through each stage of the design cycle, from concept to completion, enhancing their skills base. Students will engage in creative project that will allow them to enhance their skills as a concept artist
Module Aim:	Provide student with a well-rounded knowledge of the design process, concept art, digital illustration, digital imaging and compositing. Gain a knowledge of development tools and software needed to create digital content and assets. Using creative projects the students will create engaging and creative answers to industry relevant projects. Understand the process and skills involved need to become a digital artist. Develop a skill set that allows the student to be a creative digital artist.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Understand and develop the core skills needed to operate in the area of digital art and content development.
LO2	Create all digital assets needed for content development. Gain the necessary skills to create digital art. Understand the process and gain expertise in the creation of assets using relevant production methods and software. Gain the necessary skills needed to operate as a digital artist, through drawing and sketching, life drawing, digital painting, photo manipulation and compositing.
LO3	Develop a portfolio of digital art to demonstrate the student's understanding and skill-set in the area of Digital Art Creation.

Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content
Design Principles Point, line and area, visual emphasis, balance, scale/proportion, symmetry/asymmetry
Design Process Design cycle, research, concept, analysis
Digital Drawing Using digital drawing tools and industry standard software to illustrate and create 2d drawing sketching.
Colour Theory Understanding of colour theory, psychology and applications
Graphics Integration into design, choice of graphic, file formats, image and word
Graphic Formats Vector, pixel, Bitmap, SVG, sprites, PNG. Understand the various graphic formats, their function, purpose, and how to create them.
Concept art Understand the principles of drawing and gain skills in the area of sketching and drawing and concept art.

Assessment Breakdown	%
Project	40.00%
Practical	60.00%

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 6
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 12

Practical				
<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 2
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 3
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	10.00	Week 4
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 5
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 7
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	10.00	Week 8
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 9
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 10
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assessments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	10.00	Week 11

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	12 Weeks per Stage	3.00
Lecture	12 Weeks per Stage	1.00
Independent Learning Time	15 Weeks per Stage	5.13
Total Hours		125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	1	Mandatory
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	1	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	1	Mandatory

Discussion Note:	TEST
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