



# Digital Arts 1: A Creative Approach

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Level 1 (HE4), 40 Credits



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Campbell-Harding

'Although I have used the computer for textile designing for some years, I really enjoyed the challenges and structure this course offered. The first module on scanning was particularly stimulating as I had never used the scanner creatively before. The assignments covered new areas and took me in new directions.'

## Aims of the course

The course helps to:

- introduce the creative use of the computer in an art & design context
- develop skills in image manipulation and the digital process.

## Course content

This course explores the potential of digital imaging software and introduces the student to computer hardware and peripherals that can be used to develop creative skills in image manipulation. Students gain an understanding of the nature of digital scanning equipment and the characteristics of digital conversion developing their skills in image manipulation and artistic creativity.

They will learn how to use a scanner and be creative with it using both 2-D and 3-D objects, being aware of the various output options for images, including printing and websites. They will also gain knowledge of the intrinsic painting techniques available and the importance of 'layers', image translation and the creative ways of working with more than one image.

Also covered are colour theory and image manipulation, including image enhancement and applying filters; the different file types available and the various image compression techniques, different types of 'selection' that can be made and the effects of 'feathering' and distorting (the new language of digital technology). The combinations of these techniques are underpinned by understanding of the issues of copyright and how these could affect and protect work produced.

## Teaching methods

Specially written course materials guide the student through twenty practical projects. Students are asked to regularly reflect on their progress and maintain a logbook. Every student has a personal tutor who will give detailed written responses to their postal tutorials. Tutors are practising artist/designers with appropriate qualifications and teaching experience.

## Learning outcomes

At the end of the course students should have:

- gained an understanding of the creative potential of digital imaging software
- used a scanner and created images of both 2-D and 3-D objects
- become aware of the various output options for images (printing and websites)
- developed technical skills that are inherent in digital imaging software
- gained an understanding of the issues of copyright and its affect on the work produced.

## Assessment requirements

Coursework 100%

A portfolio of work done on practical projects, annotations and notebooks is submitted. Detailed advice on the portfolio is given in the *Student Handbook*, which stresses the importance of students demonstrating that they have achieved the learning outcomes.

*Please note that assessment is not mandatory unless the student wants accreditation of their work.*

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