

ART 156: Digital Painting

ART 156 is an introduction to the use of the computer as a painting tool. Studio experience will explore digital painting techniques as used for personal expression, production design, concept art, matte painting, and texture mapping. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Credits: 3

Prerequisites: ART 112 with a grade of C or better

Recommended Prep: ART 113, ART 113D, ART 123, ART 214