Course card

Course title	Digital graphics

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Magdalena Lazar, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

Use of computer programmes in artistic graphics and in the creation of moving image.
Students will learn the significance of computer techniques in contemporary art and artistic graphics, trends in their development and forms of editing and presenting electronic images also with interdisciplinary properties. The student acquires the skills of creative use of contemporary digital imaging tools to enable the creation of an intended visual message.
The work should result in graphic works in the form of digital prints or screen graphics also with elements of animation with sound.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

The realisation of individual student projects in the field of digital graphics:
- project strategy
- developing creative skills in digital graphics
- developing skills in the use of computer tools on the basis of the themes pursued.
Specificity of digital graphics - structure of a digital image; digital graphics in the context of multimedia and intermedia; digital printing.

Compulsory reading

Galanter Philip, *What is Generative Art? Complexity Theory as a Context for Art Theory*, New York University
Leiser Wolf, *The World of Digital Art*, Tandem Verlag GmbH, Posdam

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			✗		✗	✗		✗					✗