Digital Art: Drawing on a Tablet Course. Module 1

Learning goals are to get acquainted with the variety of creative styles
and techniques in Digital Art, learn image processing in Adobe Photoshop,
draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one   **Introduction to Adobe Photoshop**

− First start of the program and basic settings.
− Introduction to Digital Art concept.
− Getting to know the tools and learn hotkeys for Adobe Photoshop.
− Setting up the workspace.

Learning outcome: studied the interface and basic tools of the program,
and created our first creative work.
Practical task: drawing exercises, create a sticker using the learned tools.

Day two   **Adobe Photoshop tools. Gradient**

− Customizing the canvas, repeating basic tools.
− Working with the Gradient tool.
− Create a landscape illustration based on new knowledge gained.

Learning outcome: put into practice working with the tools we've studied.
Practical task: create a landscape illustration using a gradient.

Day three   **Basics of color and light**

− The basics of color, light and shadow.
− Color wheel and how to use it.
− Chiaroscuro theory.
− Drawing an object with a light source.

Learning outcome: studied the basics of the theory of light and color,
created an image of the illuminated object using the studied tools.
Practical task: create an illustration with an image of an illuminated object.

Day four   **Getting to know human proportions**

− Human proportions diagram.
− Male, female and child proportions.
− Drawing a human figure.

Learning outcome: studied the theory of proportions of a person,
created our own illustration of a human figure.
Practical task: draw a human figure using your knowledge of proportions.

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Digital Art: Drawing on a Tablet Course. Module 2

Learning goals are to get acquainted with the variety of creative styles
and techniques in Digital Art, learn image processing in Adobe Photoshop,
draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one

Basics of creating an original character (OC)

− Introduction to the concept of OC.
− Preparation for creating an OC - the main stages.
− Techniques, tips and tricks when creating a character.
− The process of creating a character and drawing it.

Learning outcome: got acquainted with the concept of OC
and the stages of its creation, started creating OC.
Practical task: choosing the idea and story of the OC,
basic drawing of your own original character.

Day two

Creating a comic

− History of comics. Types of comics.
− What a comic book consists of.
− Methods and principles of creating your own comic.
− How to draw your comic: mini-script and drawing.

Learning outcome: studied the theory of comics, the principles of creating
a comic book, and started creating your own comics.
Practical task: choosing a comics idea and script, basic drawing your own comics.

Day three

Character stylization

− Theory on stylization. Fine Arts painting styles.
− Basic stylistics in modern digital drawing.
− Drawing a character in two different styles: demonstration and practice.

Learning outcome: studied theory of character stylization, drew the invented
OC in two studied styles.
Practical task: drawing an original character in different styles.

Day four

Game activity: Character swapping

− Author's style and platforms for illustrators.
− Examples of the styles of modern digital artists.
− Drawing the OC in a new style.

Learning outcome: studied various styles in digital illustration,
drew characters in the chosen style.
Practical task: choose a style and draw new original characters in the chosen style.

Digital Art: Drawing on a Tablet Course. Module 3

Learning goals are to get acquainted with the variety of creative styles and techniques in Digital Art, learn image processing in Adobe Photoshop, draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one   **Perspective**

− Basic concepts of perspective.
− Types of perspective and rules for constructing a perspective.
− Perspective drawing process: demonstration and practice of drawing.

Learning outcome: studied the theory of perspective, learned how to correctly depict perspective in our drawings.
Practical task: drawing a landscape illustration with the correct perspective.

Day two   **Composition**

− Types of formats, selection of the work format.
− Compositional techniques. Methods of highlighting the composition center.
− Creating clipping masks.
− Draw illustration with correct composition: demonstration and drawing practice.

Learning outcome: learned the rules of composition in illustration, learned compositional techniques.
Practical task: create an illustration with the location of the character and environment according to the rules of composition.

Day three   **Game activity**

− Repetition of the theory of composition in the test form.
− Selection of objects for illustration. Game randomizer.
− Drawing your own illustration with correct composition.

Learning outcome: consolidated skills and theory of composition in a fun way, and started drawing illustrations according to the rules of composition.
Practical task: drawing an illustration with random components using composition rules.

Day four   **Humanization of characters**

− Humanization as an artistic technique.
− Humanization as a basis for creating cartoon characters.
− Drawing a character: demonstration and practice.

Learning outcome: studied the types and techniques of humanization, and used humanization in practice when creating images.
Practical task: draw a humanized character.

Digital Art: Drawing on a Tablet Course. Module 4

Learning goals are to get acquainted with the variety of creative styles
and techniques in Digital Art, learn image processing in Adobe Photoshop,
draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one — **Drawing materials and textures**

− Rendering the texture of an object.
− Drawing various materials.
− Drawing textures and materials: demonstration and practice of drawing.

Learning outcome: studied the theory of drawing materials, worked out drawing
materials using several examples.
Practical task: draw 2 objects or characters with the specific texture or material.

Day two — **Modern animation seminar**

− We got acquainted with the authors and animation studios.
− Studied the style of modern animation.
− Introduction to fan art.
− Drawing practice: creating your own fan art.

Learning outcome: learned how to identify and compare styles, drawing
techniques and approaches to understanding the cartoon plot for different studios.
Practical task: draw your own fan art.

Day three — **Collaboration**

− The concept of art collaboration.
− Examples and options of artists' collaborations.
− Demonstration and practice of drawing: collaboration with the teacher.

Learning outcome: studied the concept of art collaboration,
got acquainted with examples of collaborations in digital art.
Practical task: drawing a story work with a character in collaboration with a teacher.

Day four — **Illustration with lighted object**

− The influence of light on an object.
− Creating a Glow Effect in Photoshop.
− Drawing the times of day.

Learning outcome: got acquainted with the techniques and theory of drawing
the times of day, and worked out lighting image techniques in practice.
Practical task: create an illustration with lighting.

Digital Art: Drawing on a Tablet Course. Module 5

Learning goals are to get acquainted with the variety of creative styles and techniques in Digital Art, learn image processing in Adobe Photoshop, draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one **Doodling illustration technique**

− Analysis of the doodling concept.
− Types and techniques of the doodling technique.
− Drawing complex doodling.
− Drawing in the doodling technique: demonstration and practice.

Learning outcome: got acquainted with the methods and theory of drawing in the doodling technique, and practiced in drawing in this technique.
Practical task: drawing your own illustration using the doodling technique.

Day two **Book illustration**

− Book illustration theory.
− Book miniature.
− Working with fonts.
− Creating a book illustration: demonstration and practice.

Learning outcome: studied the theory of book illustration, applied our knowledge on creating a book illustration in practice.
Practical task: draw a book illustration based on the selected topic.

Day three **Illustrating myths, legends, and ballads**

− Theory: mythological illustration principles.
− Books based on a mythological story and illustrations to them.
− Drawing illustrations to myths: demonstration and practice.

Learning outcome: understood mythological illustration concepts, improved drawing skills based on the acquired knowledge.
Practical task: drawing your first illustration of a myth, legend, or ballad.

Day four **Project Work. Narrative Story**

− Discussion of project work. Teacher corrections.
− Demonstration of the teacher's work as an example.
− Practice drawing. Create your own story project work.

Learning outcome: applied all the knowledge gained in the course classes.
Practical task: drawing your first story project work.

Digital Art: Drawing on a Tablet Course. Module 6

Learning goals are to get acquainted with the variety of creative styles and techniques in Digital Art, learn image processing in Adobe Photoshop, draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one

Creating a Zine

− Art-zines: types and purposes.
− Working with text and fonts.
− Stages of creating a zin.
− Drawing practice. Creating a zin.

Learning outcome: got acquainted with the theory and main components of a zin, worked out the stages and techniques of creating a zin in practice.
Practical task: drawing a single-page zin.

Day two

Creating illustrations in Aube Blue style

− Aube blue style and its historical prototypes.
− Basic components of the aube blue style.
− Drawing practice. Creating an illustration in the aube blue style.

Learning outcome: got acquainted with the history of the aube blue style, learned how to create an illustration in the aube blue style.
Practical task: drawing an illustration in the aube blue style.

Day three

Corporate identity design basics

− The concept of corporate identity, its components.
− The role of color in the brand's corporate identity.
− Choosing an idea and drawing the logo steps.
− Installing fonts in Photoshop.

Learning outcome: got acquainted with the components of the corporate identity, developed the first logo for a potential company.
Practical task: designing and creating a logo.

Day four

Greeting card design

− History of the postcard genre.
− Trends of modern greeting cards.
− Drawing practice. Creating your own greeting card.

Learning outcome: repeated the material on the composition, learned how to come up with the concept and design of greeting card.
Practical task: working on an idea of greeting card and drawing it.

Digital Art: Drawing on a Tablet Course. Module 7

Learning goals are to get acquainted with the variety of creative styles
and techniques in Digital Art, learn image processing in Adobe Photoshop,
draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one   **Creating mockups**

− Introduction to mockups.
− Selection of works for the exhibition-presentation of created works.
− Structure of the mockup in *.psd format.
− Preparation of several mockups for the exhibition.

Learning outcome: selected works for the exhibition-presentation,
studied the technique of working with mockups.
Practical task: create mockups with your work for the exhibition.

Day two   **Artwork Presentation**

− Explanation of the rules of the presentation.
− Distribution of roles and rehearsal of performances.
− We hold an exhibition of works.
− Drawing practice. Creating an exhibition mascot character.

Learning outcome: held an exhibition of works created during the course,
worked out the skill of public speaking.
Practical task: participation in the presentation of works, drawing the mascot
character of the exhibition.

Day three   **Character in Reality**

− Combining reality and animation in fine art and cinema.
− Selection of background, plot, and references.
− Practice combining a drawn character in a real location.

Learning outcome: learned how to combine the real environment and a drawn
character in our illustrations.
Practical task: drawing of the selected character in a real location.

Day four   **Combining Plants and Animals**

− A guessing game to combine plants and animals.
− Choose the plot of an illustration using a randomizer.
− Practice drawing. Create a stylized character.

Learning outcome: developed stylization skills by combining natural objects
and living creatures, and drew a character based on a given theme.
Practical task: drawing a character based on the given theme.

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Digital Art: Drawing on a Tablet Course. Module 8

Learning goals are to get acquainted with the variety of creative styles
and techniques in Digital Art, learn image processing in Adobe Photoshop,
draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one　　　　　**3D effect in Adobe Photoshop**

− 3D drawing software.
− Photoshop tools for 3D effects.
− Drawing practice. Demonstration and drawing of the character with 3D effect.

Learning outcome: studied 3D in Photoshop,
learned how to draw a character using the 3D effect.
Practical task: drawing a character, applying a 3D effect, rendering the work.

Day two　　　　　**Project work: Playing card design**

− Types of playing cards.
− Work with composition and color combinations.
− Correct layout of card design elements.
− Drawing practice. Developing a card design project.

Learning outcome: got acquainted with the main types and structure of playing
card compositions, carried out project work.
Practical task: developing and drawing three card design project.

Day three　　　　　**Game session: cyberpunk style**

− Cyberpunk style and its application.
− Objects for illustration: game randomizer.
− Practice drawing illustrations in the cyberpunk style.

Learning outcome: studied a new artistic direction and created an illustration in
cyberpunk style in a fun way.
Practical task: random selection of components for an illustration and its drawing.

Day four　　　　　**Seminar on popular games and game design**

− Get acquainted with popular games, their history and style.
− Analysis of game concept art.
− Drawing practice. Drawing a character in the style of the selected game.

Learning outcome: got acquainted with popular games
and analyzed the game concept art.
Practical task: drawing a character (your own or an existing one)
in the style of the selected game.

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Digital Art: Drawing on a Tablet Course. Module 9

Learning goals are to get acquainted with the variety of creative styles and techniques in Digital Art, learn image processing in Adobe Photoshop, draw up a portfolio of creative works, and form personal creative style in illustration.

Course Syllabus:

Day one

Stop-motion animation in Adobe Photoshop. Part 1

− Animation studios that worked with stop-motion animation.
− Theory of stop-motion animation in Photoshop.
− Work on the plot of a short gif story.

Learning outcome: studied the theory of stop-motion animation and discussed the plot of a future story, started creating our own story.
Practical task: creating a rough version of a time-lapse gif story.

Day two

Stop-motion animation in Adobe Photoshop. Part 2

− Continue working on creating a gif story.
− Working with the finishing line, painting, saving in the correct format.
− Presenting your GIF animations.

Learning outcome: finishing work on creating an animation and presenting it.
Practical task: creating a perfect version of a stop-motion gif story.

Day three

Creating an OC Avatar. Preparation for the final lesson exhibition

− Explanation of the rules for the presentation of the final lesson.
− Getting acquainted with the roles and getting individual tasks.
− Collecting works, creating mockups, and combining them into one presentation.

Learning outcome: prepared for the presentation of works for the final lesson, working on individual tasks.
Practical task: preparing the exhibition-presentation and collected mockups for general presentation.

Day four

Final Lesson. Quest Game. Exhibition of works

− Determining the order of performances and timing.
− Mini-rehearsal with checking the availability of all necessary materials and individual tasks.
− Performance. Exhibition-presentation of works.
− Summing up the course results and prospects for further training and development in the direction of Digital Art.

Learning outcome: held an exhibition of works created during the course, worked out the skill of public speaking, and received recommendations for further training in the field of Digital Art.
Practical task: preparation and participation in the exhibition-presentation.