Liverpool John Moores University

Title:	DIGITAL IMAGE AND PRINTMAKING
Status:	Definitive
Code:	**4513FA** (115989)
Version Start Date:	01-08-2011

Owning School/Faculty:	Liverpool School of Art & Design
Teaching School/Faculty:	St Helens College

Team	emplid	Leader
Jagjit Chuhan		Y

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	96.00
Total Learning Hours:	240	**Private Study:**	144		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Practical	70.000
Tutorial	10.000
Workshop	16.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Digital Portfolio	50.0	
Portfolio	AS2	Fine Print Portfolio	50.0	

Aims

Introduce a basic grounding in digital practice and fine printmaking with the intention of underpinning and supporting image making and painting skills.
Introduce the basic practices that underpin digital practice and fine print.
Make practical and conceptual links between printmaking, digital practice and painting.
Integrate and expand digital and print processes into studio practice.

Learning Outcomes

After completing the module the student should be able to:

1   Understand and apply digital media.
2   Identify the links between digital practice and painting through submission of a final piece.
3   Recognise and select fine printmaking processes.
4   Identify the relationship between painting and print.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Portfolio   1   2

Fine Print Portfolio   3   4

Outline Syllabus

The curriculum will include:
An introduction to the theory of digital media and fine printmaking.
Integration of the following into painting practice;

Digital photography
Use of scanners
Image manipulation
Projections
Intaglio printing
Planographic printing
Seriographic printing

Learning Activities

In this module work will be practically based to ensure the introduction and exploration of potentially new processes, personal methodologies and ways of thinking. A short series of lectures and demonstrations will introduce digital media and printmaking and their applications while workshop sessions will develop your existing knowledge and skills. Tutorials will help inculcate new methodologies and concepts into your practice.
Formative assessments and reviews will take place at scheduled times during the module to allow appropriate feedback.

References

Course Material	Book
Author	Tribe, M.
Publishing Year	2006
Title	New Media Art
Subtitle	
Edition	
Publisher	Taschen
ISBN	

Course Material	Book
Author	Wands, B.
Publishing Year	2006
Title	Art of the Digital Age
Subtitle	
Edition	
Publisher	Thames & Hudson
ISBN	

Course Material	Book
Author	Ferguson, M.
Publishing Year	2006
Title	Digital Darkroom
Subtitle	
Edition	
Publisher	Focul Press
ISBN	

Course Material	Book
Author	Martinez, R. & Van Leeuwen, T.
Publishing Year	2008
Title	The Language of New Media & Design
Subtitle	
Edition	
Publisher	Routledge
ISBN	

Course Material	Book
Author	Boegh, H.
Publishing Year	2003
Title	Handbook of Non Toxic Intaglio
Subtitle	
Edition	
Publisher	Narayana Press
ISBN	

Course Material	Book
Author	Howard, K.

Publishing Year	2003
Title	The Contemporary Printmaker
Subtitle	
Edition	
Publisher	White Cross Press
ISBN	

Course Material	Book
Author	Westley, A.
Publishing Year	2004
Title	Relief Printmaking
Subtitle	
Edition	
Publisher	A & C Black
ISBN	

Notes

This module links with level 5 module Painting Language and Identity (5505FA) and provides the opportunity to develop and extend learning from level 5 module Drawing Personal Development (5507FA).
Formative assessments and reviews will take place at scheduled times during the module to allow appropriate feedback.
For assessment submission of portfolio of digital and printmaking based work to include a range of experimental visual research in the form of a work/sketchbook and to include proof prints, finished pieces.

See more ideas about new media art, projection mapping, fluxus. New Media Art. Collection by Michael Schmidtke. 180. Pins. •
352. Followers. Masterpieces of interactive sound and light installations, electronic music and multimedia and architectural experiences,
#digart #performances #happenings #fluxus #videoart #projectionmapping #art, ars electronica, digital art, new media art. I can't hear
you, it's a baaaaa-d line. This lovely flock sits in the foyer of the Museum of Communication in Frankfurt. Although the art of new media
is a new artistic concept, it has its conceptual and aesthetic roots in some of the artistic movements of the 20th century. Different
characteristics of Dadaism are reflected in some manifestations of the art of new media (photomontages, (collage, decollage, ready-
mades, political actions and performances) .The use of irony and absurdity are present resources. Representative videos of New Media
Art are introduced in this channel.Some keywords to underrstand them are:Interactive,Engage,Virtual ,Augmented
reallity,narrative,ephemeral, Public art,Kinetic art,Generative,Performative,Collaborative,motion capture,sound… + More.
Representative videos of New Media Art are introduced in this channel.Some keywords to underrstand them
are:Interactive,Engage,Virtual ,Augmented reallity,narrative,ephemeral New media art, as the name clearly indicates, can be any form of
artistic production that is created in a medium that does not belong to traditional modes of artistic expression. This makes the entire
discipline strictly tied to developments in technology, and crucially to the availability of that technology to the artist. New media art is
usually defined as a genre that encompasses artworks created with new media technologies, including digital art, computer graphics,
computer animation, virtual art, Internet art, interactive art, video games, computer robotics, 3D printing, and art as biotechnology. But,
then we could pose questions such as: What is new media? What is digital art? What is the difference between interactive art and new
media art? Let's try to deconstruct this definition, in order to better understand this important genre.