

## Course Syllabus

1. **Program of Study** Bachelor of Arts (Animation Production)  
**Faculty/Institute/College** Mahidol University International College
2. **Course Code** ICAM 354      **Course Title** Painting II
3. **Number of Credits** 4 (Lecture/Lab) (0-8)
4. **Prerequisite (s)** ICAM 353
5. **Type of Course** Elective for Animation Production
6. **Trimester / Academic Year** Second Trimester/ Year III
7. **Course Description**  
Introduction to computer programs used by professional 2D and 3D animation studios: Photoshop, Painter, and Body Paint; using various combinations of programs for visual paint effects, pre-production and production uses of each program.
8. **Course Objective(s)**  
After completing this course, students will be able to:
  1. use a variety of computer painting programs;
  2. choose the appropriate painting tool for a specific pre-production or production job.
9. **Course Outline**

Week	Topic		Instructor
	Lab	Hour	
1	Painting with Photoshop: oil and acrylic effects	8	
2	Painting with Photoshop: watercolor effects	8	
3	Introduction to Painter 2D painting program	8	
4	Painter: layering techniques	8	
5	Painter: light and shadow effects	8	
6	Painter: freehand painting techniques	8	
7	Painter: texture painting for 3D	8	
8	Introduction to Body Paint 3D painting program	8	
9	Body Paint: light and shadow techniques	8	

10	Body Paint: texturing for 3D models	8	
11	Body Paint: Maya rendering	8	
12	Final project presentation and evaluation	8	
	Total	96	

**10. Teaching Method(s)**

Discussion and hands-on practice

**11. Teaching Media**

Computers, handouts, and PowerPoint presentations

**12. Measurement and evaluation of student achievement**

Assessment is made from the criteria of A, B+, B, C+, C, D+ and D

**13. Course evaluation**

Weekly assignments 60%

Final assignment 40%

**14. Reference(s)**

Bhangal, S., Loader, V., Oliver, M., Smith, C., and Ward, A. (2001), *Foundation Photoshop 6*. Friends of Ed.

Pendarvis, C. T. (2004) *The Photoshop and Painter Artist Tablet Book: Creative Techniques in Digital Painting*. Peachpit Press.

**15. Instructor(s)**

TBA

**16. Course Coordinator**

Prof. Charles Harpole