



## Information about the course

**Degree:** Degree in Design and Narration in Animation and Video games

**Faculty:** Faculty of Legal, Economic and Social Sciences

**Code:** 2050215 **Name:** Digital Painting. Matte Painting

**Credits:** 6,00 ECTS **Year:** 2 **Semester:** 1

**Module:** EXPRESIÓN GRÁFICA Y DIBUJO.

**Subject Matter:** IMAGEN DIGITAL. **Type:** Obligatoria

**Branch of knowledge:**

**Department:** Multimedia and Digital Arts

**Type of learning:** Classroom-based learning

**Language/-s in which it is given:** Spanish

**Teachers:**

2052A      José Ruiz De La Torre (Profesor responsable)

jose.rdelatorre@ucv.es

Pablo Belenguer Diaz

pablo.belenguer@ucv.es



## Module organization

### EXPRESIÓN GRÁFICA Y DIBUJO.

Subject Matter	ECTS	Subject	ECTS	Year/semester
EXPRESIÓN ARTÍSTICA.	18	Anatomical Drawing	6	1/2
		Concept Artist	6	2/1
		Fundamentals of Drawing and Graphic Expression	6	1/1
IMAGEN DIGITAL.	18	Digital image processing	6	1/1
		Digital Painting. Matte Painting	6	2/1
		Graphic user interface design GFX	6	1/2

## Recommended knowledge

1. Fundamentals of digital art: It is useful for students to be familiar with the basic concepts of digital art, such as the use of Photoshop and graphics tablets.
2. Design and composition concepts: Having a basic understanding of graphic design and composition principles will help students create effective and visually appealing matte paintings.
3. Perspective and depth: A basic knowledge of perspective and how to create the illusion of depth in an image will be useful for matte painting, as it involves creating three-dimensional environments.
4. Image manipulation: Students should be familiar with basic image manipulation techniques, such as cropping, combining, and retouching images, as these skills are fundamental to matte painting.
5. Understanding of light and colour: Having a basic understanding of how light and colour work in digital images will help students create realistic and convincing matte paintings.

## Other types of requirements

Es recomendable haber superado la asignatura de Fundamentos del dibujo y expresión gráfica, para poder cursar la asignatura de Pintura digital. Matte Painting.



## Learning outcomes

At the end of the course, the student must demonstrate having acquired the following learning outcomes:

R10 - He identifies new trends in the field of animation and video games and incorporates them into his digital painting work, taking into account the sincere search for complete truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA9.11 / RA6.10 / RA7.10 / RA8.12

Learning outcomes of the specified title

**Type of AR:** Competencias

- Apply the principles derived from the concept of integral ecology to their proposals or actions, regardless of their scope, area of knowledge, and the contexts in which they are presented.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R11 - Research and gather information from cultural sources that can be used as inspiration for the creation of animations and video games. RA4.6 / RA3.14

Learning outcomes of the specified title

**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.



- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.

---

R12 - Employ drawing alongside digital painting in the creation and development of imaginary realities. 12.19

Learning outcomes of the specified title

**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

---

R13 - Designing digital images as a resource for developing imaginary realities through digital painting (matte painting). 12.20

Learning outcomes of the specified title

**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

---

R9 - Demonstrate the process followed in digital painting projects (matte painting) for animation and/or video game projects, including a creative perspective. RA9.10 / RA2.6

Learning outcomes of the specified title

**Type of AR:** Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.



## Assessment system

### In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R9, R10, R11, R12, R13	40,00%	SE6 – Practical exams.
R9, R10, R11, R12, R13	60,00%	SE8 – Project development.

### Observations

*Single assessment: In accordance with Article 9 of the General Regulations for Assessment and Grading of Official Courses and UCV Qualifications, the continuous assessment system is the preferred assessment system at the UCV. However, Article 10 allows for those students who, in a justified and accredited manner, demonstrate their inability to attend in person (or to synchronous communication activities for virtual and/or hybrid teaching modalities), to be assessed on an extraordinary basis in what is known as a*

*single assessment. This single assessment must be requested within the first month of each semester from the Dean's*

*Office of the Faculty through the Vice-Dean's Offices or Master's Programmes, which are responsible for*

*making the decision whether to accept the request of the student concerned. For the subject of Digital Painting. Matte Painting, the evidence to be presented and/or the test(s) to be taken in the single assessment*

*by the student are established according to a final overall test (100% of the final mark).*

*The use of Artificial Intelligence tools will be subject to the instructions of the professor, who will determine in each activity or exercise whether their use is permitted and under what conditions.*

### MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.



## Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M2 MD2: Interactive lecture

M4 MD4: Problem-solving exercises

### IN-CLASS TRAINING ACTIVITIES

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R9, R10, R11, R12, R13	MD2: Interactive lecture	22,00	0,88
AF4 – Application of the theory learned in real or simulated situations.	R9, R10, R11, R12, R13	MD4: Problem-solving exercises	38,00	1,52
<b>TOTAL</b>			<b>60,00</b>	<b>2,40</b>



## TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R9, R10, R11, R12, R13	MD4: Problem-solving exercises	14,00	0,56
AF4 – Application of the theory learned in real or simulated situations.	R9, R10, R11, R12, R13	MD4: Problem-solving exercises	76,00	3,04
<b>TOTAL</b>			<b>90,00</b>	<b>3,60</b>



## Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
Introduction to Matte Painting	<ul style="list-style-type: none"><li>· <i>Session 1 (4 hours): Basic concepts of matte painting, history, and applications.</i></li><li>· <i>Session 2 (4 hours): Tools and software required for matte painting (Photoshop, etc.).</i></li><li>· <i>Session 3 (4 hours): Fundamentals of composition and perspective in matte painting.</i></li><li>· <i>Session 4 (4 hours): Practical exercises for creating simple backgrounds.</i></li></ul>
Advanced Matte Painting	<ul style="list-style-type: none"><li>· <i>Session 5 (4 hours): Techniques for integrating elements into matte painting.</i></li><li>· <i>Session 6 (4 hours): Creating realistic textures and using adjustment layers.</i></li><li>· <i>Session 7 (4 hours): Working with lights and shadows to improve integration.</i></li><li>· <i>Session 8 (4 hours): Matte painting practice in more complex environments.</i></li></ul>
Matte Painting in the Industry	<ul style="list-style-type: none"><li>· <i>Session 9 (4 hours): Case studies of matte painting in films and advertising.</i></li><li>· <i>Session 10 (4 hours): Workflow and work process in matte painting projects.</i></li><li>· <i>Session 11 (4 hours): Presentation techniques and portfolio for matte painting artists.</i></li><li>· <i>Session 12 (4 hours): Final project: Creating a complete matte painting.</i></li></ul>



## Review and Feedback

- *Session 13 (4 hours): Review of final projects and feedback.*
- *Session 14 (4 hours): Suggestions for improving and refining matte painting skills.*
- *Session 15 (4 hours): Final project submission and conclusion of the course.*

## Temporary organization of learning:

Block of content	Sessions	Hours
Introduction to Matte Painting	8	16,00
Advanced Matte Painting	8	16,00
Matte Painting in the Industry	8	16,00
Review and Feedback	6	12,00

## References

1. *"The Invisible Art: The Legends of Movie Matte Painting"* by Mark Cotta Vaz and Craig Barron
2. *"Digital Matte Painting: Techniques, Tutorials, and Walk-Throughs"* by David B. Mattingly
3. *"The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics"* by Ron Brinkmann
4. *"D'artiste Matte Painting 3"* by Ballistic Publishing
5. *"The Matte Painter's Notebook: The Secret Art of Hollywood's Original Special-Effects Artist"* by Craig Barron