



DIGITAL LEARNING RESOURCE DESIGN AND DEVELOPMENT STORYBOARDS

INTRODUCTION TO DIGITAL ART AND OPEN SOURCE SOFTWARE

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Module: Interactive Courseware Workshop (EL6072)

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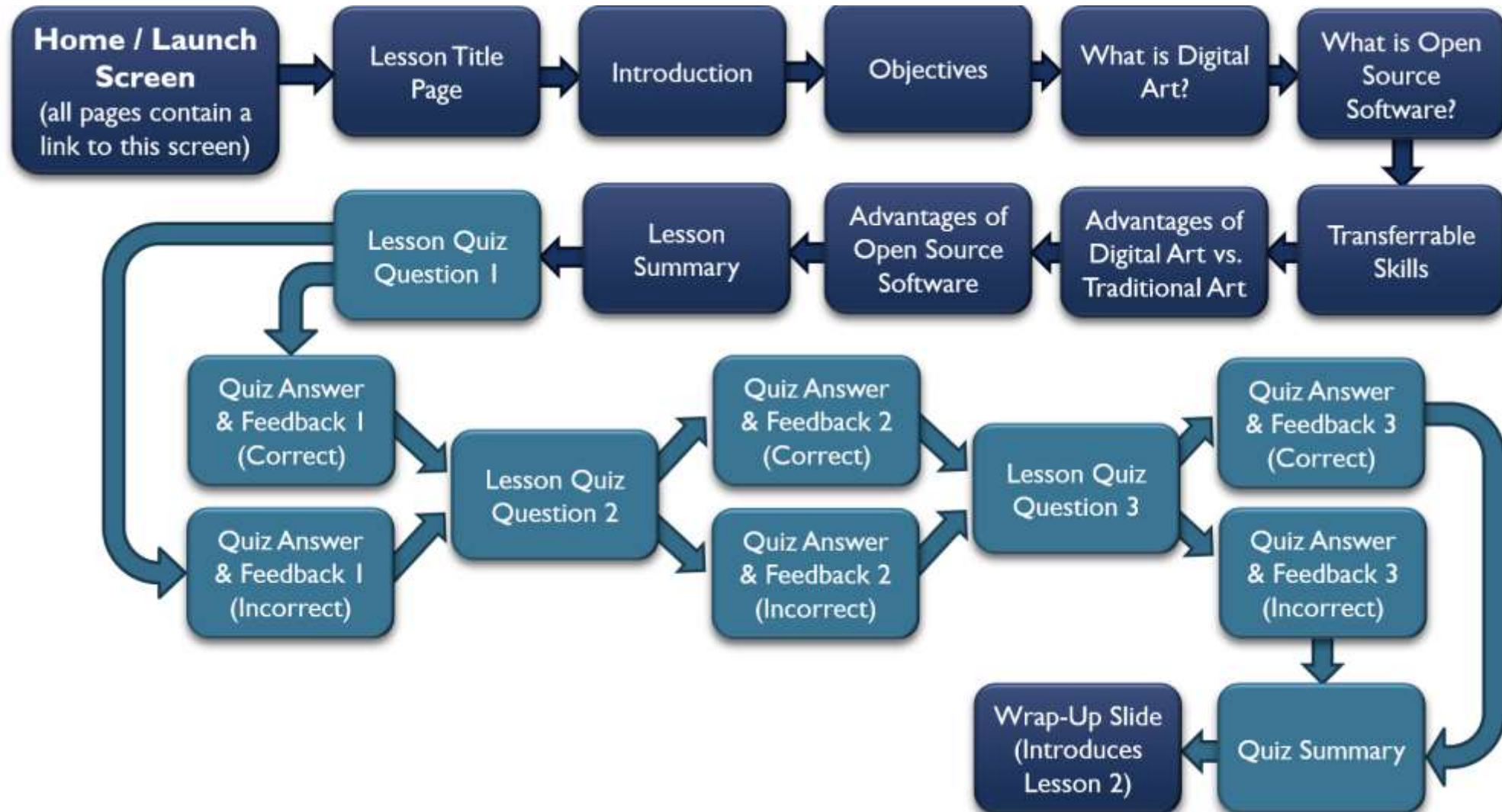
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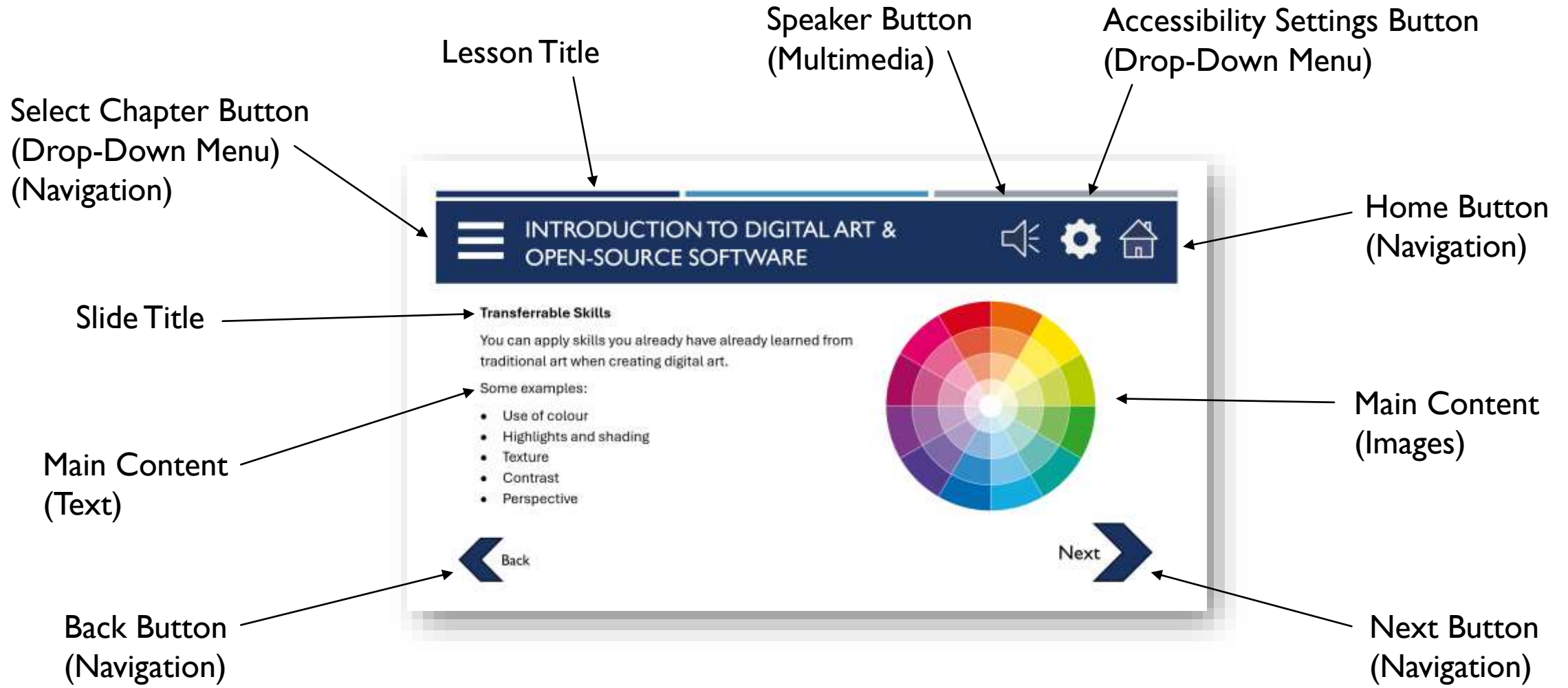
Module: Introduction to Creating Digital Art

Unit 1: Introduction & Setup

Lesson 1: Introduction to Digital Art and Open Source Software

Slides:

1. Home / Launch Screen (all pages contain a link to this screen)
2. Lesson Title Page
3. Introduction
4. Objectives
5. What is Digital Art?
6. What is Open Source Software?
7. Examples of Open Source Software
8. Transferrable Skills
9. Advantages of Digital Art vs. Traditional Art
10. Advantages of Open Source Software
11. Lesson Summary
12. Lesson Quiz Question 1
13. Quiz Answer & Feedback 1 (Correct)
14. Quiz Answer & Feedback 1 (Incorrect)
15. Lesson Quiz Question 2
16. Quiz Answer & Feedback 2 (Correct)
17. Quiz Answer & Feedback 2 (Incorrect)
18. Lesson Quiz Question 3
19. Quiz Answer & Feedback 3 (Correct)
20. Quiz Answer & Feedback 3 (Incorrect)
21. Quiz Summary
22. Wrap-Up Slide (Introduces Lesson 2)



Module Title: Introduction to Digital Art & Open-Source Software		Slide ID: Objectives	Slide #: 1
INTRODUCTION TO DIGITAL ART & OPEN-SOURCE SOFTWARE By the end of this lesson, you will be able to: • Define digital art. • Define open-source software. • Describe the transferrable skills that traditional artists can apply to digital art. • Describe the advantages of creating art digitally, compared to traditional art. • Describe the advantages of creating art using free open-source software, compared to premium (paid) software, including premium software with free trials. • List three open-source software programs for creating digital art on a Windows computer. Back Next		Multimedia Notes: 1. The speaker button will read the text content aloud on click. On hover it will display the text "Read Aloud", and the colours will invert. 2. The cog button will display the text "Accessibility & Settings" on hover, and change from white to light blue. On click it will display a drop-down menu.	
Navigation Details: 1. The back and next arrows remain consistent throughout except for the first and last page, and on quiz screens. 2. The home button remains consistent throughout. This will link to the home screen. On hover, the text "home" will appear, and the colours will invert. 3. The select chapter button (collapsed menu / hamburger icon) remains consistent throughout. On hover: "Select Chapter", on click: drop-down menu appears with list of available slides in chronological order.		Design Specifications: 1. Lesson title: Gill Sans MT (Headings), size 28-pt, white (#FFFFFF) 2. Lesson title background colour: dark blue (#1A3260) 3. Main body background colour: white (#FFFFFF) 4. Heading 1: Aptos (Bold), size 18-pt, black (#000000) 5. Normal text: Aptos, size 18-pt, black (#000000) 6. Back button text: Gill Sans MT (Body), size 18-pt, black (#000000) 7. Next button text: Gill Sans MT (Body), size 24-pt, black (#000000) 8. Icon colours: dark blue (#1A3260) medium blue (#394972), and dark grey (#595959).	
		Notes: 1. Accessibility and Settings dropdown menu options: increase/decrease font size, change the volume of the voiceover, select if voiceover plays automatically. 2. Lists use standard bullet points (not custom) for screen-reader accessibility.	

Module Title:	Introduction to Digital Art & Open-Source Software	Slide ID:	Transferrable Skills	Slide #:	2
INTRODUCTION TO DIGITAL ART & OPEN-SOURCE SOFTWARE Transferrable Skills You can apply skills you already have already learned from traditional art when creating digital art. Some examples: • Use of colour • Highlights and shading • Texture • Contrast • Perspective Back Next		Multimedia Notes: - The speaker button will read the text content aloud on click. On hover it will display the text "Read Aloud", and the colours will invert. - The cog button will display the text "Accessibility & Settings" on hover, and change from white to light blue. On click it will display a drop-down menu. - An image relevant to the text is on the right. Alt text will appear on hover. The alt text will also appear on click, to facilitate touchscreen users. Design Specifications: - Lesson title: Gill Sans MT (Headings), size 28-pt, white (#FFFFFF) - Lesson title background colour: dark blue (#1A3260) - Main body background colour: white (#FFFFFF) - Heading 1: Aptos (Bold), size 18-pt, black (#000000) - Normal text: Aptos, size 18-pt, black (#000000) - Back button text: Gill Sans MT (Body), size 18-pt, black (#000000) - Next button text: Gill Sans MT (Body), size 24-pt, black (#000000) - Icon colours: dark blue (#1A3260) medium blue (#394972), and dark grey (#595959). Notes: - Accessibility and Settings dropdown menu options: increase/decrease font size, change the volume of the voiceover, select if voiceover plays automatically. - Lists use standard bullet points (not custom) for screen-reader accessibility.			
Navigation Details: - The back and next arrows remain consistent throughout except for the first and last page, and on quiz screens. - The home button remains consistent throughout. This will link to the home screen. On hover, the text "home" will appear, and the colours will invert. - The select chapter button (collapsed menu / hamburger icon) remains consistent throughout. On hover: "Select Chapter", on click: drop-down menu appears with list of available slides in chronological order.					

Module Title: Introduction to Digital Art & Open-Source Software		Slide ID: Lesson Quiz	Slide #: 3
INTRODUCTION TO DIGITAL ART & OPEN-SOURCE SOFTWARE  Lesson Quiz Question 1/3 Are there any transferrable skills from traditional art, that digital artists can use? 1 No. Digital art is an entirely separate skillset. 2 Yes. Use of colour, contrast, and perspective are some examples. 3 Yes. Paintbrush care, paper types, and easel placement are some examples. Back Submit		Multimedia Notes: 1. The speaker button will read the text content aloud on click. On hover it will display the text "Read Aloud", and the colours will invert. 2. The cog button will display the text "Accessibility & Settings" on hover, and change from white to light blue. On click it will display a drop-down menu. 3. When an answer is selected, its colours will invert.	
Navigation Details: 1. On quiz screens, the next button is replaced by the submit button, for users to submit their quiz answers. On click, if no answer is selected, "please select an answer" will appear. On click, if an answer is selected, the next slide will appear (correct or incorrect depending on answer selected) with more information, as well as details of where to find this information in the previous slides. 2. The home button remains consistent throughout. This will link to the home screen. On hover, the text "home" will appear, and the colours will invert. 3. The select chapter button (collapsed menu / hamburger icon) remains consistent throughout. On hover: "Select Chapter", on click: drop-down menu appears with list of available slides in chronological order.		Design Specifications: 1. Lesson title: Gill Sans MT (Headings), size 28-pt, white (#FFFFFF) 2. Lesson title background: dark blue (#1A3260) 3. Main body background colour: white (#FFFFFF) 4. Heading 1: Aptos (Bold), size 18-pt, black (#000000) 5. Normal text: Aptos, size 18-pt, black (#000000) 6. Back button text: Gill Sans MT (Body), size 18-pt, black (#000000) 7. Next button text: Gill Sans MT (Body), size 24-pt, black (#000000) 8. Icon colours: dark blue (#1A3260) medium blue (#394972), and dark grey (#595959). 9. Answer box colours: dark blue (#1A3260) medium blue (#475B8E), and dark grey (#595959). 10. Answer Text: Gill Sans MT (Body), size 18-pt, white (#FFFFFF) Notes: 1. Accessibility and Settings dropdown menu options: increase/decrease font size, change the volume of the voiceover, select if voiceover plays automatically. 2. Circular answer icons indicate that only one answer is to be chosen.	

Storyboard 4 – Sample Video Slide

Module Title: Introduction to Digital Art & Open-Source Software		Slide ID: Sample Video Slide	Slide #: 4
INTRODUCTION TO DIGITAL ART & OPEN-SOURCE SOFTWARE Sample Video Slide Back Next		Multimedia Notes: 1. The speaker button will read the text content aloud on click. On hover it will display the text "Read Aloud", and the colours will invert. On video slides, it will read the title aloud. 2. The cog button will display the text "Accessibility & Settings" on hover, and change from white to light blue. On click it will display a drop-down menu. 3. Videos will be in the centre of the screen, underneath the slide title. Videos will be as large as possible, with a full-screen option for visibility. 4. Video buttons: play, pause, adjust volume, mute, closed captions (subtitles), audio description, change playback speed (between 0.5x to 2.0x speed), and full-screen mode.	
Navigation Details: 1. The back and next arrows remain consistent throughout except for the first and last page, and on quiz screens. 2. The home button remains consistent throughout. This will link to the home screen. On hover, the text "home" will appear, and the colours will invert. 3. The select chapter button (collapsed menu / hamburger icon) remains consistent throughout. On hover: "Select Chapter", on click: drop-down menu appears with list of available slides in chronological order.		Design Specifications: 1. Lesson title: Gill Sans MT (Headings), size 28-pt, white (#FFFFFF) 2. Lesson title background colour: dark blue (#1A3260) 3. Main body background colour: white (#FFFFFF) 4. Heading 1: Aptos (Bold), size 18-pt, black (#000000) 5. Back button text: Gill Sans MT (Body), size 18-pt, black (#000000) 6. Next button text: Gill Sans MT (Body), size 24-pt, black (#000000) 7. Icon colours: dark blue (#1A3260) medium blue (#394972), and dark grey (#595959).	
		Notes: 1. Accessibility and Settings dropdown menu options: increase/decrease font size, change the volume of the voiceover, select if voiceover plays automatically.	

- All screenshots were created in Microsoft PowerPoint.
- All icons were sourced from within Microsoft PowerPoint.
- Image of colour wheel on slide 2 was sourced online from Finola (2017).

Finola. (2017). *colour-wheel*. [Image]. Roaringwater Journal. Last Updated: 5 March 2017. Available at: <https://roaringwaterjournal.com/2017/03/05/purple-and-pink-and-everything-in-between/colour-wheel/> [Accessed 04 February 2025].