Course Syllabus: **ATEC 2382 Computer Imaging**

Instructor Contact Information

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Course Description

The nature of this course is to integrate technical ability with visual communication as they relate to digital art and design. Computer images are prepared for multiple delivery environments, including internet, games, and animation. Students will apply the techniques of digital imaging using tools in Adobe Photoshop software, in concert with foundational knowledge of the elements and principles of art. Students will be encouraged to use divergent thinking in problem solving as a way to address emerging media.

This is a lower-level required course for students pursuing an A&H undergraduate degree in the Arts & Technology Program. The course is a full 16-week session, meeting once a week for 2:45 hours per week in a computer lab environment. Additional time outside of class is required to complete assignments. Course delivery is blended online, lecture and lab environment. Students will need a NetID and access to the internet for eLearning content.

Student Learning Objectives/Outcomes

* Students will design and create a personal expression through a visual composition that successfully demonstrates the use of design theory and digital media tools.

* Students will communicate knowledge of elements & principles of art through at least one digital art medium related to their degree focus.

* Student will participate in critique activities through group discussions of observable work created in current imaging software as well as written critical analysis.

* Students will analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities.

Course Requisites

Students should have moderate computer navigation skills plus basic knowledge of online social etiquette and work ethic. Complete the assignments and turn them in on time - no deadline extensions. Activities require regular access to a computer with internet capability and Adobe Photoshop Extended CS6 installed. Students will need a NetID to access lab computers and eLearning, plus a UTD ID number to access additional instructional materials through UTD Library.

Required Textbooks and Materials

* Adobe Photoshop CS5 or CS6 Classroom in a Book by Adobe Creative Systems
       Viewable online e-books through the McDermott Library.
       Students require an active UTD ID in order to access this reference.
* Computer access to eLearning for online classroom content.
* Personal storage device (approx 1G flash drive for transport to/from ATEC labs).

Additional Course Readings

* Photoshop CS6 Unlocked, 2nd Edition by Carrie Haffly
* Photoshop CS6 for Windows and Mac by Elaine Weinmann
* Adobe Photoshop CS6 on demand by Steve Johnson

Additional Course Materials

* Personal Computer with internet access and Adobe Photoshop CS3 or higher installed.
        See Adobe.com for educational pricing of software: ATEC has CS6 Extended
        http://www.adobe.com/education/students/
* Universal Principles of Design by William Lidwell, Kritina Holden & Jill Butler
* Criticizing Art, Understanding the Contemporary - Second Edition by Terry Barrett
* Access to a Digital camera and Scanner

Student Resources

* UTD eLearning: http://www.utdallas.edu/elearning/
* McDermott Library: List of eBook Resources
        http://www.utdallas.edu/library/
* UTD Computer Helpdesk: For UTD account connectivity problems call 972.883.2911 or
        Email: assist@utdallas.edu. Further information on the website:
        http://www.utdallas.edu/ir/helpdesk

Grading Criteria

* Class attendance, participation, working on task at hand & Critique Participation = 15%
* Projects & Assignments = 35%
* Exams & Quizes = 25%
* Three 3-part written critiques = 15%
* Final Portfolio (projects 1-4) and presentation = 10%

Course & Instructor Policies

To expedite learning process for all, be ready with all assignments on days due. Late work will only be accepted under major extenuating circumstances. All late works receives lower grades -each week the assignment is late the grade is lowered by one grade level.

Technical Requirements

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful eLearning experience. Technical requirements for personal access outside of ATEC labs include but are not limited to:

Personal Computer Software

* Web browser: Firefox, or Safari. For eLearning supported browsers and versions, please see the validated browser list. (UTD prefers that you DO NOT use Internet Explorer.)
* Virus detection/protection software. McAfee is FREE to students!!
        https://netid.utdallas.edu/download/login
* A zip file expansion tool such as WinZip.

E-Learning Online Access

Students will use their UTD NetID account to login to the course through UTD eLearning. http://elearning.utdallas.edu. To get started with an eLearning blended course, please see the
Getting Started with eLearning information:
https://www.utdallas.edu/oee/distance/webct/index.html

UTD provides eLearning technical support 24 hours a day/7 days a week. The services include a toll free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service. The UTD user community can also access the support resources such as self-help resources and a Knowledge Base. Please use this link to access the UTD eLearning Support Center:
http://www.utdallas.edu/elearning/eLearningHelpdesk.html

ATEC Classroom Policies

Please be courteous with the use of cell phones, pagers and surfing in class. Please do not do your homework for other classes in this class. There will be a "no monitors on or hands on the mouse" policy during class lectures or presentations. Failure to adhere to these policies will affect your attendance and participation grades.

Responses to electronic communications from instructor are expected within 48 hours. You should check your email *daily*. Please clearly identify the content of your message in the subject line and identify yourself, particularly at the beginning of the semester as we are getting to know one another. You must follow the rules of common courtesy in all email messages.

Respect your colleagues, this classroom and the instructor's role as your professor. This respect must be shown in any communication, both inside and outside of this classroom, be it written, verbal or nonverbal. Respect for outside speakers or a guest is mandatory. Failure to act appropriately when guests are present can result in you being asked to leave the premises immediately and will negatively impact your attendance and participation grades.

Any student who engages in behavior that disrupts the teaching-learning process (e.g., disrespect, unprofessionalism, ignoring the classroom conduct or policies including the classroom equipment/ technology policy, whispering and talking to others, engaging in behaviors not related to the discussion at hand, etc.) will be asked to leave the class and will have points deducted at the instructor's discretion.

Students are expected to have done weekly assigned readings and activities prior to class. You are to take responsibility for the level of work you produce, along with submission of that work, and for asking the instructor for help outside of class if you are having trouble with any aspect of the information.

Attendance at class is expected. Please discuss absences beforehand with instructor. **More than one UNEXCUSED absence can negatively affect your letter grade.**

Participation is a vital part of the learning process. More than simply being physically present in class, participation includes asking questions about readings, answering questions, engaging in class discussions, and demonstrating a professional and positive attitude.

In fairness to other students, no late assignments will be accepted without prior approval. Late assignments are highly discouraged. **Even with approved extension; late submittals can and will be subject to grade deficit.** To request an extension, email instructor with the request date before the deadline. You must keep all correspondence.

An absence, limited lab access, being busy, forgetting, losing work or a computer crash are unacceptable excuses for poor quality or late work. Do not wait until the last minute to do your work. You might not understand a portion of the assignment; have an unexpected problem such as computer crash or server problem. Allow time to meet deadlines…from the fields of project management…it ALWAYS takes longer than you expect it to. Remember that technology is unpredictable.

University Policy

Please review the University Policies and Procedures on:
http://go.utdallas.edu/syllabus-policies

Schedule

Week 1 Class Overview: Syllabus, eLearning, File types, & Intro to the Critique process

> **Homework Assignments:**
> Critique – 3 part critique of one artwork DUE week 2
> Tutorial Ch. 1 & 2 Classroom in a book

Week 2 Class: Art Critique 1 DUE

> Computer Imaging basics, Intro Design Elements, Selection & Navigation & Layers

> **Homework Assignments:**
> Tutorial Ch. 3 Classroom in a book
> Start working on Project 1 Due week 4

Week 3 Class: Discuss Project 1 in progress;

> Design Principles: Balance & Harmony; more on Selection; Cropping; Edit>Transform

> **Homework Assignments:**
> Tutorial Ch. 4 & 5 Classroom in a book
> Work on Project 1 Due next week

Week 4 Class: 1st Project DUE. Critique as time allows.

> Introduction to Masking

> **Homework Assignments:**
> Critique – Written Critique 2 Due week 5
> Tutorial Ch. 6 Classroom in a book

Week 5 Class: Continue Critique of Project 1. Written Art Critique 2 DUE

Continue Pixel Masking; Tonal Adjustment family; Intro to Color Theory & Art Genre

Homework Assignments:
Tutorial Ch. 4 Classroom in a book
Begin work on Project 2 Due week 8

Week 6 Class: 2nd Project in progress

Design Principles: Contrast, Emphasis, & Proportion; more Pixel Masking & Tonal Adjustments; more Color Theory and Art Genres

Homework Assignments:
Begin work on Project 2 Due week 8
Tutorial Ch. 6 Classroom in a book

Week 7 Class: Design Principles: Rhythm, Pattern & Movement; Proj 2 problem solving Q&A

Homework Assignments:
Tutorial Ch. 9 Classroom in a book
Work on Project 2 Due next week

Week 8 Class: 2nd Project DUE

Midterm Exam

Homework Assignments:
Tutorial Ch. 7 Classroom in a book

Week 9 Class: Intro Vectors; Pen Tool and the Path; Typography / Type tool effects

Homework Assignments:
Work on Project 3 Due week 11
Tutorial Ch. 8 Classroom in a book

Week 10 Class: Design Principles: Unity & Variety

Vector Shapes & more on Vector Masking

Homework Assignments:
Work on Project 3 Due next week
Tutorial Ch. 10 & 11 Classroom in a book

Week 11 Class: 3rd Project DUE. Critique as time allows.

Adv Masking- Channels; Photo Enhancement & Repair; Custom Brushes; Filters

Homework Assignments:
Critique – Written Critique 3 Due week 12
Tutorial Ch. 13 Classroom in a book

<u>Week 12</u> Class: Art Critique 3 DUE

Web Friendly files; File Types; Content Aware; Smart Objects & Filters

Homework Assignments:
Tutorial in Photoshop Help menu "Vanishing Point"
Work on Project 4 Due in two weeks

<u>Week 13</u> Class: Compositing

Intro to 3D Photoshop vs Compositing; Filter>Vanishing Point; Review Content Aware; Creative Code with Processing

Homework Assignments:
Work on Project 4 and prepare for Final Test

<u>Week 14</u> No Class: Fall Break & Thanksgiving Holiday

<u>Week 15</u> Class: Final Test (to be discussed)

<u>Week 16</u> Class: Final Portfolio + etc DUE