Course Syllabus

Course Information

ATEC 2382 Computer Imaging

Friday 10:00AM-12:45PM
ATC 2.914

Professor Contact Information

Mary Catherine Scoville

Email: mxs115830@utdallas.edu
Office Hours: Thursday 11:45AM-12:45PM or by appointment

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 personal expression through visual compositions that successfully demonstrate 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 Requirements

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 CS6 classroom in a book by Brie Gyncild.
  This is an on Online e-book from 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 2G flash drive for transport to/from ATEC labs).

Additional Course Materials (Not required)

- Photoshop Tutorials in McDermott Library:
- Photoshop CS6 for Windows and Mac by Elaine Weinman…
- Photoshop CS6 Unlocked, 2nd Edition by Corrie Haffly.
- Adobe Photoshop CS6 on demand by Steve Johnson.
- 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
- Digital camera and Scanner

Student Resources

- UTD Distance Learning: http://www.utdallas.edu/distancelearning/students
- McDermott Library: List of eBook Resources
  http://www.utdallas.edu/library/resources/ebooks.htm
- Remote Access: Students may download the VPN software for off-campus network access.
  http://www.utdallas.edu/ir/howto/utd-vpn/ 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 and participation - 25pts --this includes working on task at hand.
3 individual Projects-   30pts
Quiz 10pts each-   20pts
Three 3-part written critiques -   15pts
Final project-   10pts

-When turning in your projects, drop them onto the server in a folder named according to the instructed naming convention. The folder should contain your psd, and a high resolution TIFF of your work and another folder labeled "sources" which contains the sources you used in your image. Your final image should be dramatically different from your source material.

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, Chrome, 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://www.utdallas.edu/infosecurity/downloads3/IS_login.htm
- 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/elearninghelp

ATEC Classroom Policies

Please be courteous with the use of cell phones and extraneous web 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. Attendance and participation comprise as much as 25% of the overall grade.

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 be fined up to 10% per day past a deadline.** 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://coursebook.utdallas.edu/syllabus-policies/

Course Schedule

Week1- August 30
> **In Class**:
> -Introductions, Syllabus, and eLearning,
> -Intro to the Critique process
>
> **Major Assignments:**
> -Critique- 3 part written critique of one artwork **Due 9/13**
>
> **Homework Assignments:**
> -Photoshop Tutorial – Read about Interface, Tools, Panels, resolution and dpi. Read on Basic Photo Corrections (adjusting color in Camera Raw –Basic panel; Ruler tool to straighten the image, Color Replacement tool, Sponge tool, Clone Stamp, Spot Healing Brush, Content-aware fill, Unsharp Mask filter.
> -Complete Lesson 1 & 2 in *Adobe Photoshop CS6 Classroom in a Book*.

Week 2- September 6 (Labor Day Sept 2, no classes)
> **In Class:**
> -File types, Basic tools and panels
> -Intro Design Concepts/Elements of Art
> -Work on Assignment 1

Major Assignments:
-Critique- continue work **Due 9/13 Next Week**
-Assignment 1- begin work **Due 9/27**

Homework Assignments:
-Photoshop Tutorial on Selection tools including Quick selection, Magic Wand, Lasso, Magnetic Lasso.
-Complete Lesson 3 in *Adobe Photoshop CS6 Classroom in a Book*.
-Gather images for your image bank

Week 3- September 13
    In Class:
    Critique due at beginning of class hard copy
    -Design Principles: Balance & Harmony
    -Selection tools & Cropping- be ready to present skills
    -Work on Assignment 1

    Major Assignments:
    -Assignment 1- continue work **Due 9/27**

    Homework Assignments:
    -Photoshop Tutorial read all about layers, applying gradient, layer style, flattening and saving.
    -Complete Lesson 4 in '… *Classroom*'.

Week 4- September 20
    In Class:
    -Layers, layer styles
    -Critique 2-3 artworks as a class in preparation for critiquing Assignment 1
    -Work on Assignment 1

    Major Assignments:
    -Assignment 1- continue work **Due 9/27 Next Week**

    Homework Assignments:
    -Photoshop Tutorial on Correcting and enhancing images; Camera Raw – white balance, detail panel, saving images in Camera Raw.
    Adjustments panel. Healing brush, dodge and sponge tool. Surface blur. Red eye tool. Reduce Noise. Lens Correction.
    -Complete Lesson 5 in '…*Classroom*'.

Week 5- September 27
    In Class:
    Assignment 1 due at beginning of class on server
    -Critique 10 student works
    -Design Principles: Contrast, Emphasis, & Proportion
    -Retouching & Adjustment Layers- be ready to present skills

    Major Assignments:
    -Assignment 2: Begin work **Due 10/11**

    Homework Assignments:
    -Photoshop Tutorial on Masks and Channels; Puppet Warp.
    -Complete Lesson 6 in '…*Classroom*'.

Week 6- October 4
    In Class:
    -Design Principles: Rhythm, Pattern & Movement
    -Masks and Channels- be ready to present skills
    -Textures for gaming
    -Work on Assignment 2

    Major Assignments:
    -Assignment 2: continue work **Due 10/11 Next Week**

Week 7- October 11
    In Class:
    Assignment 2 due at beginning of class on server
    -Critique at least 10 student works
    -Design Principles: RGB Color

Homework Assignments:
-Photoshop Tutorial on Typographic Design, creating clipping mask from type, type on a path, warp text, paragraphs of type.
-Complete –Lesson 7 in '…Classroom'.
-Review for midterm quiz.
-Select color palettes http://www.colourlovers.com/
-Review RGB color wheel https://kuler.adobe.com/create/color-wheel/

Week 8- October 18
    In Class:
    Midterm Quiz
    -Typography and Type tool effects- be ready to present skills

    Major Assignments:
    Critique- 3 part critique of an artwork of your choosing **Due 10/25 Next Week**

    Homework Assignments:
    -Photoshop Tutorial on vector drawing techniques.
    -Complete Lesson 8 in '…Classroom'.

Week 9- October 25
    In Class:
    Critique due at beginning of class hard copy
    -Design Principles: Movement and Pattern
    -Vector Drawing and Type- be ready to present skills
    -Work on Assignment 3

    Major Assignments
    -Assignment 3- begin work **Due 11/8**

    Homework Assignments:
    -Photoshop Tutorial on advanced compositing, guides and alignment, color effects to unmasked areas. Smart filters, Automate series of steps, and Stitching a panorama.
    -Complete Lesson 9 in '…*Classroom*'.

Week 10- November 1
    In Class:
    -Design Principles: Unity & Variety
    -Compositing, Filters and Light effects- be ready to present skills
    -Work on Assignment 3

    Major Assignments:
    -Assignment 3- continue work **Due 11/8 Next Week**

Week 11- November 8
    In Class:
    Assignment 3 due at beginning of class on server
    -Critique at least 10 student works in class

    Major Assignments:
    -Compare and Contrast Critique **Due 11/22**

    Homework Assignments:
    -Tutorial in Photoshop Help menu "Vanishing Point" +Planes & grids.
    Photoshop Tutorial Working with 3D Images.
    -Complete Lesson 12 in '…*Classroom*'.

Week 12- November 15
    In Class:
    -3D- call on student to demo creating a 3D shape
    -Saving Files for Web
    -Hex numbers and color

    Major Assignments:
    -Compare and Contrast Critique Due 11/22 Next Week
    -Assignment 4: begin work **Due 12/6**

    Homework Assignments:
    -Read 'The Code Side of Color':
    -coding.smashingmagazine.com/2012/10/04/the-code-side-of-color/
    -View 'Hello World! Processing', a video documentary on: http://www.processing.org/

Week 13- November 22
        In Class:
        -Compare Contrast Critique Due at beginning of class hard copy
        -Final Quiz
        -Work on Assignment 4

        Major Assignments:
        Assignment 4: continue work **Due 12/6 Due after Fall Break**

Week 14- November 29
        Fall Break & Thanksgiving Holiday

Week 15- December 6
        Final Class:
        Assignment 4 Due at the beginning of class on the server
        -Critique as many works as we can manage