Computer Imaging, ATEC 2382.006
Professor: Phill Johnson, phill@utdallas.edu
Office hours: ATC 4.903, Mondays 2:00 PM - 4:00 PM
Meeting times: Mondays, 4:00 PM - 6:45 PM, ATC 3.101

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.

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 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.

Required Textbooks and Materials
  • Adobe Photoshop CS6 classroom in a book by Brie Gyncild
       Online e-book through the McDermott Library.
         Students require an active UTD ID in order to access this reference.
  • Personal storage device (approxomately 1GiB flash drive for transport to/from ATEC labs).

Additional Course Materials
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.
  • 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

Class Policies
Late work will not be accepted. Students who miss more than three (3) classes are encouraged to drop the course. No extra credit is available. Please be courteous with use of cell phones and web browsing during class. Please do not work on other courses during class. The class is expected to turn off monitors and give their peers their full attention during presentations.

Course Schedule

August 26
Course Overview, Syllabus, Intro to the Critique Process. **Project 1 & Art Critique 1 Assigned. Mastery: Lessons 1 & 2 in Gyncild**

September 2
Labor Day, no class. **Mastery: Lesson 3 in Gyncild**

September 9
Design Principles, Balance & Harmony. Selection, Cropping, Tools, Panels, and Custom Presets. **Mastery: Lesson 4 in Gyncild**

September 16
Project 1 DUE. Presentations & Critiques. Layers, layer styles & effects. **Mastery: Lesson 5 in Gyncild**

September 23
Contrast, Emphasis, Proportion. Retouching & Adjustment Layers, Healing Tools, & Correction. **Project 2 Assigned. Mastery: Lesson 6 in Gyncild**

September 30
Rythm, Pattern & Movement. Masks & Channels.

October 7
Project 2 Due. Presentations & Critiques. Color Modes, saving for Web, RGB, CMYK, indexed color. **Mastery: Lesson 7 in Gyncild**

October 14
Suite & Multimedia Integration. **Project 4 Assigned.**

October 21
Movement, Pattern & Vector Drawing

October 28
Unity & Variety. Compositing, Filters & Light Effects

November 4
Project 3 DUE. Present & Critique. In-class written critique. **Project 4 Assigned. Mastery: Lesson 12 in Gyncild**

November 11
Typography & Type Tool Effects. **Mastery: Lesson 8 in Gyncild**

November 18
Creative Code with Processing 2: www.processing.org. Scripting for Photoshop, recording actions.

November 25
Working with 3D, utilizing projection tools and rendering.

December 2
Work Week.

December 9
Project 4 DUE. Presentations & Critiques.

Student Resources
- UTD Distance Learning: http://www.utdallas.edu/distancelearning/students
- McDermott Library: http://www.utdallas.edu/library/
- 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

Participation & Attendance:	10 pts.
Projects 1-3:	35 pts.
In-Class Asignments & Critiques:	35 pts.
Final Project:	20 pts.
Total:	**100 pts.**

University Policies and Procedures may be reviewed at:
http://go.utdallas.edu/syllabus-policies

These descriptions and time lines are subject to change at the discretion of the Instructor.