

Computer Imaging

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 major requirement lower-division course for students pursuing an ATEC/EMAC undergraduate degree. 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.

ATEC 2380.004
Fridays 10:00am-12:45pm
in ATEC 3.601

Mary Effler
mae057000@utdallas.edu

Office Hours:
Immediately after class,
Tuesdays 5-6pm in ATEC
1.906, & by appointment

Objectives and Outcomes

- ▶ Students will design and create personal expression through 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 Prerequisites

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 CC 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 Materials

- ▶ *Adobe Photoshop CC Classroom in a Book* (2014 Edition) by Adobe Creative Systems (available as an eBook through McDermott Library)
- ▶ Computer access to eLearning for online classroom content.
- ▶ Personal storage device (a USB drive to transport files to/from class)
- ▶ Access to digital cameras (can be rented from ATEC)

Additional Resources

- ▶ Printing is available on campus in the Student Microcomputer Labs (1st floor of Founders and McDermott buildings), at 6 cents/page in B&W and 25 cents/page in colour
- ▶ freeimages.com, creativemarket.com, morguefile.com, etc.
- ▶ PSDTuts Tutorials
- ▶ *The Design of Everyday Things* by Donald Norman
- ▶ *Universal Principles of Design* by William Lidwell, Kritina Holden, and Jill Butler
- ▶ UTD User Experience (UX) Club

- ▶ McDermott Library: <http://www.utdallas.edu/library/>
- ▶ Remote Access: Students may download the VPN software for off-campus network access: utdallas.edu/ir/howto/utd-vpn/
- ▶ UTD Computer Helpdesk: For UTD account connectivity problems, visit the Founders or McDermott computer labs, call 972.883.2911, email assist@utdallas.edu, or visit utdallas.edu/ir

Grading Criteria

- ▶ Class attendance and participation (working on the given task): 20pts
- ▶ Lessons from *Adobe Photoshop CC Classroom in a Book*: 20pts
- ▶ Two quizzes: 20pts
- ▶ One written critique: 10pts
- ▶ Two major projects: 30pts

Grade Explanations:

- ▶ A, A-: Excellent earned by work whose quality indicates a full mastery of the subject and, in the case of the grade of A, extraordinary distinction. Completing all of the assignments on time in an outstanding manner; showing artistic merit and demonstrating technical proficiency in all projects; mastery of basic design principles; demonstrating clear content, well-organized with correct grammar in papers and presentations.
- ▶ B+, B, B-: Good earned by work that indicates a good comprehension of the course material, a good command of the skills needed to work with the course materials, and the student's engagement with the course requirements and activities. Completing assignments on time in an above average manner in artistic merit, technical proficiency, clear and conciseness.
- ▶ C+, C, C-: Fair. Completing course requirements and performs adequately.
- ▶ D+, D, D-: Poor. Completing assignments on a level measurably below average, incomplete assignments or not completing many assignments.
- ▶ F: Failure. Not completing many of the assignments, or completing assignments inadequately or both.

Late Work Criteria

To expedite learning process for all, be ready with all assignments on days due. Late work will only be accepted under major extenuating circumstances and with prior approval and written documentation. Textbook tutorials submitted late will receive half credit. No make-up quizzes. Bonus assignments may be given as an option to the whole class at some point during the semester; that will be discussed in class if it happens.

Personal Software Needed

- ▶ Web browser: Firefox, Chrome, or Safari. (UTD prefers that you DO NOT use Internet Explorer.) These are able to handle eLearning without major issues.
- ▶ Virus detection/protection software. McAfee is FREE to students.
- ▶ A zip file expansion tool such as WinZip/7zip E-Learning Online Access
- ▶ All homework, grades, class materials, etc will be posted to eLearning. UTD NetID account is needed to login to the course:
<http://elearning.utdallas.edu>
UTD eLearning Support Center:
utdallas.edu/elearninghelp

ATEC Classroom Policies

- ▶ Please be courteous with the use of cell phones and surfing in class. It is very distracting to people around you and to me when you are not engaged in the 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.
- ▶ Check your university email and eLearning often. Please follow the rules of common courtesy in all emails and online posts.
- ▶ Respect your colleagues, this classroom, and the instructor's role as your professor both inside and outside of this classroom. Respect for outside speakers and guests is mandatory.
- ▶ Any student who engages in behavior that disrupts the teaching-learning process will be asked to leave the class and will have points deducted from the attendance grade 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. You are allowed one unexcused absence, though I would appreciate an email notifying me ahead of time. More than one UNEXCUSED absence can negatively affect your letter grade. More than 4 unexcused absences will result in a failing grade for the class. In case of emergencies or serious matters causing you to miss class, please email me and schedule to meet and discuss how to handle the situation. I ask for the email because written documentation will be required for the university to excuse you.
- ▶ 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 various types of participation comprise as much as 20% of the overall grade.
- ▶ In fairness to other students, no make-up quizzes will be given and no major late assignments will be accepted without prior approval. Late tutorial 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, or have an unexpected problem such as computer crash or server problem. Allow time to meet deadlines: it ALWAYS takes longer than you expect it to. Remember that technology is unpredictable. "The server ate my homework" is not an acceptable excuse.

University Policy

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

****Note**** As this is a course on digital imaging, please keep general copyright rules in mind. I will expect you to tell me where your source images/materials came from. You may reference or take inspiration from other artists' works, however, using any copyrighted/original work without permission from the creator is ABSOLUTELY UNACCEPTABLE. Projects with plagiarized material, visual or written, will be submitted to the dean of students. If you have questions, please ask BEFORE you turn in an assignment.

In short: I expect everything you hand to me will be completely your own creation.

Schedule

Week 1 (28 Aug) - Class Overview, Syllabus, eLearning, Introductions.

Homework Assignments due before class next week:

- Read Lesson 1 & Lesson 2 in Adobe Photoshop CIAB.
- Upload (to eLearning) your completed files of Lessons 1 & 2.
- Read *Design Criticism and the Creative Process* (on eLearning)

Week 2 (4 Sept) - Intro to Critique, File types, Basic tools, and Panels

Homework Assignments due before class next week:

- Review RGB color wheel <https://color.adobe.com/create/color-wheel/>
- Write a draft of your critique (Due Week 4)
- Read Lesson 3 from Adobe Photoshop CIAB; Upload Lesson 3.
- Bring Sketchbook/Paper and Drawing materials next week

Week 3 (11 Sept) - Intro to Design & RGB color, Thumbnailing, Selection tools, and Cropping

Homework Assignments due before class next week:

- Refine and finish critique, due next week. Upload BEFORE next class.
- Read Lesson 4 from Adobe Photoshop CIAB; Upload Lesson 4.
- Read "Symmetry" and "Closure" (eLearning)

Week 4 (18 Sept) - Balance + Layers

Critique Due Today

Homework Assignment due before class next week:

- Read Lesson 5 from Adobe Photoshop CIAB; Upload Lesson 5.
- Read "von Restorff", "Fibonacci Sequence", "Golden Ratio", and "Rule of Thirds" (eLearning)

Week 5 (25 Sept) - Contrast, Emphasis, & Proportion + Retouching & Adjustment Panel

Homework Assignments due before class next week:

- Begin work on Midterm Project Due Week 8
- Read Lesson 6 from Adobe Photoshop CIAB; Upload Lesson 6.
- Read "Horror Vacui", "Propositional Density", "Layering", and "Color" (eLearning)
- Read *Applying Mathematics to Web Design* (eLearning)

Week 6 (2 Oct) - Unity & Variety + Masks & Channels

Homework Assignments due before class next week:

- Review design principles and technical terms for Quiz.
- Work on first composition and one page description of Midterm Project.

Week 7 (9 Oct) - One composition & one page description of Midterm Project DUE

Quiz Today

Homework Assignment due before class next week:

Complete Midterm Project - Due NEXT Week. Upload to elearning BEFORE class!

Week 8 (16 Oct) - Group critiques of Midterm projects

Midterm Due Today

Homework Assignments due before class next week:

Read Lesson 7 from Adobe Photoshop CIAB; Upload Lesson 7.

Read 'The Code Side of Color':

<http://www.smashingmagazine.com/2012/10/04/the-code-side-of-color/>

****Note** Midterm grades will be submitted by the instructor on 17 Oct, and will be available for viewing on Orion shortly thereafter.**

Week 9 (23 Oct) - Hex numbers, Vector drawing, and Type

Homework Assignment due before class next week:

Read Lesson 8 from Adobe Photoshop CIAB; Upload Lesson 8.

Week 10 (30 Oct) - Compositing, Filters and Light effects

Homework Assignment due before class next week:

Read Lesson 9 from Adobe Photoshop CIAB; Upload Lesson 9.

Week 11 (6 Nov) - Actions, Batch, and programming

View 'Hello World! Processing', a video documentary on @ processing.org

Homework Assignment due before class next week:

Read Photoshop Help menu "Vanishing Point".

Week 12 (13 Nov) - Repetition & Pattern +3D Vanishing Point

Homework Assignments due before class next week:

Study for Quiz

Begin work on final project.

Week 13 (20 Nov) - Texturing for 3D Images.

Quiz Today

*Homework Assignment due **before 11:59 on 27 Nov:***

Work on first composition and written description of final project.

*Homework Assignment due **before 9:30am on 4 Dec:***

Upload final project to eLearning

Week 14 (27 Nov) – NO CLASS! Fall Break/Thanksgiving Holiday

*****Please upload the first composition of final project before 11:59pm on 27 Nov.***

Comments will be sent back over the weekend.**

Homework Assignment due before class next week:

Complete Final Project.

Upload your final projects to eLearning BEFORE class

Week 15 (4 Dec) - Group critique

Final Due Today

The descriptions, assignments, and timelines contained in this syllabus are subject to change at the discretion of the Professor.