

## Course Syllabus

---

### Course Information

ATEC 2382.001 Computer Imaging  
Fall 2016

Monday 7:00 pm – 8:15 pm  
ATC 3.914

---

### Instructor Contact Information

Daedra Evans Christopher  
[DXE093020@utdallas.edu](mailto:DXE093020@utdallas.edu)  
[Daedra.Christopher@utdallas.edu](mailto:Daedra.Christopher@utdallas.edu)

Office: 1.905  
Office Hours: T/TH 11:30 am – 1:30 pm  
(please schedule an 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 of art and principles of design. 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 undergraduate degree in the ATEC & EMAC Programs. The course is a full 16-week session, meeting twice 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 a blend of online, lecture and lab environment.

---

### Student Learning Objectives/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 Requisites

Students should have moderate computer navigation skills plus basic knowledge of online social etiquette and work ethic. Activities require regular access to a computer with internet capability and Adobe Photoshop Extended 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 Textbooks and Materials

- ❖ Adobe Photoshop CC classroom in a book (2014 or 2015 release) the official training workbook from Adobe, Andrew Faulkner, c2015.
- ❖ 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 (4GB or better USB flash drive for transport to/from ATEC labs).
- ❖ Access to a digital camera.

---

### Student Resources

- \* 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](mailto:assist@utdallas.edu). Further information on the website: <http://www.utdallas.edu/ir/helpdesk>

---

### Grading Policy

Attendance and Participation	5 Percent	5
Nine Adobe Classroom in a Book Lessons	3 Percent each	27
Processing assignment	5 Percent	5
3D rendering assignment	5 Percent	5
3D vanishing point assignment	5 Percent	5
Two quizzes	5 Percent each	10
Short critique	8 Percent	8
Long critique	10 Percent	10
Assigned project	10 Percent	10
Portfolio	20 Percent	15
		Total= 100 Percent

*All individual grades are scored out of 100 points.*

---

### Grading Criteria

**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; 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 full engagement with the course requirements and activities. Completing assignments on time in an

above average manner in either artistic merit or technical proficiency. Clear and conciseness in papers and presentations.

**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. Missing more than three (3) class days will result in failing the course.

---

### Course & Instructor Policies

- ❖ Class attendance is expected of all students, *more than one* unexcused (1) absence will negatively affect your grade. *More than three* (3) absences will result in a failing grade. Lateness or leaving early is unacceptable. If you arrive 30 minutes late or leave 30 minutes early you will be marked as absent.
- ❖ Participation is a vital part of the learning process. Please try to be as fully present and engaged as possible (**no cell phones, earbuds, or Internet during class**). Participation includes answering questions, engaging in class discussions, and demonstrating a professional and positive attitude.
- ❖ To expedite learning process for all, be ready with all assignments on days due. Late work will only be accepted under major extenuating circumstances. In fairness to other students, no make-up quiz will be given and 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 week past a deadline. To request an extension, email instructor with the request date before the deadline. You must keep all correspondence.

---

### Assignment Details

#### Nine Adobe Photoshop CC Classroom in a Book lessons

Follow the step-by-step guides for Lessons 1 – 9. If your finished product closely resembles the example given in the lesson, your grade will be in the C range. If your finished product goes beyond the lesson requirements and you make the work your own, your grade is in the B range. However, if it is determined that your finished product should be part of your portfolio, your grade is in the A range. Post your completed assignment(s) only (not the original lesson files) in jpeg format on eLearning under the corresponding assignment with the following naming convention: **lastname\_course#\_section#\_lesson#.jpg**

#### Processing Assignment

You will complete the assignment using the step-by-step guides that are provided in eLearning. Post your completed assignment(s) only (not the original lesson files) in .pde and .pdf format on eLearning under the corresponding assignment with the following naming convention:

**lastname\_course#\_section#\_processing.pde** and **lastname\_course#\_section#\_pointpaper.pdf**

### 3D rendering assignment

You will complete the assignment using the step-by-step guides that are provided in eLearning. Post your completed assignment(s) only (not the original lesson files) in jpeg format on eLearning under the corresponding assignment with the following naming convention:

**lastname\_course#\_section#\_rendering.jpg**

### 3D vanishing point assignment

You will complete the assignment using the step-by-step guides that are provided in eLearning. Post your completed assignment(s) only (not the original lesson files) in .MOV or .MP4 format on eLearning under the corresponding assignment with the following naming convention:

**lastname\_course#\_section#\_VP3D.mov**

### Quizzes

Your ability to remember important software commands and procedures as well as key graphic design concepts and facts conveyed through lectures will be assessed within the lab during scheduled times.

### Short Critique

You will write a short paper not more than three pages including a Works Cited (if applicable) that describes your personal reaction to your choice of a selection of visual messages (a painting, an etching, a photograph, or a short film). See the assignment post in eLearning for more details. You should answer questions such as: Why did you choose this image? What was your initial reaction? Do you find the image aesthetic pleasing, repulsive or complex? Would you recommend a friend to take a look? and so on...

In addition, make sure you use artistic terminology learned from previous classes and lectures. Check closely and correct misspelled words and typographical errors. Points will be taken off for sloppy work. You can make an appointment with the Writing Center on campus for help with grammar and MLA format. Do not include a cover sheet or abstract. See

<https://owl.english.purdue.edu/owl/resource/747/01/> for more information on MLA format.

Post the completed paper in PDF format on eLearning with the following naming convention:

**lastname\_course#\_section#\_shortcritique.pdf**

### Long Critique

You will write a long paper not more than seven pages including a Works Cited with at least three sources that describes an image (still or moving) that you choose to critique. Include a link to the image in both your Works Cited and paper. The image link should be under a heading in bold at the beginning of the paper. For your critique you will use the six perspectives of analysis – Personal, Historical, Technical, Ethical, Cultural and Critical. Label the link to the image and each perspective in bold headings. Include a brief introduction, conclusion and Works Cited. See the assignment post in eLearning here: **INSERT LINK** for more details about the six perspectives. Personal pronouns are only acceptable within the Personal and Critical perspectives. Check closely and correct misspelled words and typographical errors. Points will be taken off for sloppy work. You can make an appointment with the Writing Center on campus for help with grammar and MLA format. Do not include a cover sheet or abstract. See

<https://owl.english.purdue.edu/owl/resource/747/01/> for more information on MLA format.

Post the completed paper in PDF format on eLearning under the corresponding assignment with the following naming convention: **lastname\_course#\_section#\_longcritique.pdf**

### Assigned Project

With your fellow group members (you will be assigned a group in class) you will design the cover for a 7<sup>th</sup> edition of the textbook, *Visual Communication Images with Messages*. See the publisher's link here: <http://bit.ly/2bgVD1f> to discover the book's content. The copy on the cover must have the title, the edition and author's name (Paul Martin Lester). The cover must also have an illustration. The size of the cover is 8.5 x 11 inches. Your final piece will be posted on eLearning under the corresponding assignment in jpeg form with the naming convention: **groupname\_course#\_section#\_cover.jpg**

### Portfolio

You will create at minimum a 6-piece portfolio anyway you think appropriate. Five of your works must have been created for this class. For some of you that will mean reworking, rethinking or starting over with a lesson. You will also include one piece that you created that has not been previously seen. You may include additional images. You must use .png or .jpg image files. Any other file will need to be converted in Photoshop. Each of your portfolio will include your piece along with a caption that include the title, your design and content concepts and any technical specifications you think appropriate. Put your work into a folder with the following naming convention: **lastname\_course#\_section#\_portfolio.jpg** then compress your file with a program such as WinZip, WinRAR or the like and post to eLearning under the corresponding assignment.

### Extra Credit Assignments

Occasionally, extra credit assignments will be offered with their due dates announced in class.

---

## **Technical Requirements**

### **Personal Computer Software**

- ❖ Web browser: Firefox, or Safari. (UTD prefers that you DO NOT use Internet Explorer).
- ❖ A zip file expansion tool such as WinZip.

### **E-Learning Online Access**

UTD NetID account needed to login to the course through UTD eLearning:

<http://elearning.utdallas.edu>

'Getting Started' with eLearning information:

<http://www.utdallas.edu/elearning/students/getting-started.html>

UTD eLearning Support Center: <http://www.utdallas.edu/elearninghelp>

### **Comet Creed**

The UT Dallas student body voted to accept this creed in 2014.

It is a standard that Comets choose to live by and encourage others to do the same:

"As a Comet, I pledge honesty, integrity, and service in all that I do."

---

## **UT Dallas Syllabus Policies and Procedures**

<http://coursebook.utdallas.edu/syllabus-policies/>

---

## **Assignments & Academic Calendar**

Week 1:

August 23

**Lecture:** Class Overview & Examples  
Syllabus, eLearning, Library eBook and introductions

August 25

**Work:** on Lessons 1 & 2 in *Adobe Photoshop CC Classroom in a Book*  
**Post:** Lessons 1 & 2 **Due** August 29<sup>th</sup> by noon in eLearning

Week 2:

August 30

**Critique:** Lessons 1 & 2  
**Lecture:** Color, Visual Analysis, File Types and Basic Tools  
**Lecture:** Short critique paper **Due** September 12 by noon in eLearning  
**Review:** RGB color wheel <https://color.adobe.com/create/color-wheel/>

September 1

**Work:** on Lesson 3 from *Adobe Photoshop CC Classroom in a Book*  
**Work:** on Short Critique Paper **Due** September 12<sup>th</sup> by noon in eLearning  
**Post:** Lessons 3 **Due** September 5<sup>th</sup> by noon in eLearning

Week 3:

September 6

**Critique:** Lesson 3  
**Lecture:** Composition, Rule of Thirds and Cropping

September 8

**Work:** on Lesson 4 from *Adobe Photoshop CC Classroom in a Book*  
**Post:** Lessons 4 **Due** September 12<sup>th</sup> by noon in eLearning  
**Post:** Short Critique Paper **Due** September 12<sup>th</sup> by noon in eLearning

Week 4:

September 13

**Critique:** Short Critique  
**Critique:** Lesson 4  
**Lecture:** Design Principles – Balance

September 15

**Work:** on Lesson 5 from *Adobe Photoshop CC Classroom in a Book*  
**Begin:** Assigned Project **Due** October 10<sup>th</sup> by noon in eLearning  
**Post:** Lesson 5 **Due** September 19<sup>th</sup> by noon in eLearning

Week 5:

September 20

**Critique:** Lesson 5  
**Lecture:** Design Principles – Contrast

September 22

**Work:** on Lesson 6 from *Adobe Photoshop CC Classroom in a Book*

**Post:** Lesson 6 **Due** September 26<sup>th</sup> by noon in eLearning

Week 6:

September 27

**Critique:** Lesson 6

**Lecture:** Design Principles – Rhythm

September 29

**Review:** design principles and technical terms for the in-lab quiz

**Work:** Assigned Group Project **Due** October 10<sup>th</sup> by noon in eLearning

Week 7:

October 4

**Lecture:** Design Principles – Consistency

**Lecture:** Long Critique **Due** November 28<sup>th</sup> by noon in eLearning

October 6

**Quiz One:** in class

**Work:** Assigned Group Project

**Post:** Assigned Group Project **Due** October 10<sup>th</sup> by noon in eLearning

Week 8:

October 11

**Critique:** Assigned Project

**Lecture:** Typography

October 13

**Work:** on Lesson 7 from *Adobe Photoshop CC Classroom in a Book*

**Post:** Lesson 7 **Due** October 17<sup>th</sup> by noon in eLearning

Week 9:

October 18

**Critique** Lesson 7

**Lecture** Bitmap & Vector Drawings

October 20

**Work:** on Lesson 8 from *Adobe Photoshop CC Classroom in a Book*

**Post:** Lesson 8 **Due** October 24<sup>th</sup> by noon in eLearning

**View** “The Code Side of Color”

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

Week 10:

October 25

**Critique** Lesson 8  
**Lecture** Color Part II

October 27

**Work** on Lesson 9 from *Adobe Photoshop CC Classroom in a Book*

**Post:** Lesson 9 **Due** October 31st by noon in eLearning

Week 11:

November 1

**Critique** Lesson 9

**Lecture** Processing

**View:** *Hello Processing*, a video documentary at: <http://hello.processing.org/>

November 3

**Lecture:** The Portfolio Assignment **Due** December 5<sup>th</sup> by noon in eLearning

**Work:** on Processing assignment from step-by-step guides on eLearning

**Post:** Processing assignment **Due** November 7<sup>th</sup> by noon

Week 12:

November 8

**Critique** Processing assignment

**Lecture** Rendering for 3D Images

**Review** design principles and technical terms for in-lab quiz

November 10

**Work:** on 3D rendering assignment from step-by-step guides on eLearning

**Work:** on the Portfolio Assignment **Due** December 5<sup>th</sup>

**Post:** 3D rendering assignment **Due** November 14 by noon on eLearning

Week 13:

November 15

**Critique** 3D rendering assignment

**Lecture** Repetition, Pattern and 3D Vanishing Points

November 17

**Quiz** Two in class

**Work** on 3D vanishing point assignment from step-by-step guides on eLearning

**Work:** on the Portfolio Assignment **Due** December 5<sup>th</sup>

**Post:** 3D vanishing point assignment **Due** November 28<sup>th</sup> by noon on eLearning

Week 14:

November 22 – 24<sup>th</sup> - **Fall Break / Thanksgiving – no class**

Week 15:

November 29

**Critique** Long Critique

**Critique** 3D vanishing point assignment

**Lecture** Repetition, Pattern and 3D Vanishing Points

December 1

**Work:** on the Portfolio Assignment **Due** December 5<sup>th</sup> by noon on eLearning

Week 16:

December 6

**Critique** Portfolio Assignment I

December 8

**Critique** Portfolio Assignment II

**Final Exam Day and project to be announced**

*The descriptions and timelines contained in this syllabus are subject to change at the discretion of the instructor.*