Course Information

ATEC 2382.502 Computer Imaging   T/Th 5:30 pm – 6:45 pm
Spring 2017   ATC 2.605

Instructor Contact Information

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Office Hours: T/W, 1 – 2 p.m.   (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 in order 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. 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 on*e unexcused (1) absence will negatively affect your grade. <u>More than three (3) absences</u> will result in a failing grade. Lateness or leaving early is unacceptable. If you arrive 10 minutes late or leave 10 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. ***ALWAYS keep a copy of the original Photoshop document with your layers intact as you will redo some of your lessons at the end of the semester.** When using images that are not your own include an MLA formatted .PDF of your Works Cited Page, if you use images from online and do not cite your work you will lose points. 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 (points are deducted if the naming convention is incorrect): **lastname_firstname_course#_section#_L(for lesson)#(the number of the lesson).jpg**
lastname_firstname_course_section__lesson#_WC.pdf (your Works Cited page)

Examples:
Christopher_Daedra_2382_004_L1.jpg
Christopher_Daedra_2382_004_L1_WC

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_firstname_course#_section#_processing.pde and
lastname_firstname_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_firstname_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_firstname_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 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_firstname_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 at the top of your paper embedded in your PDF. Make sure to include the image link in your Works Cited 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 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. **Do not** include graphic photographs showing death or dismemberment, think beyond shock value, otherwise the grade you receive may be a negative shock. Post the completed paper in PDF format on eLearning under the corresponding assignment with the following naming convention: **lastname_firstname_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 video game, textbook, or DVD cover with the specified theme. (See the eLearning document). The cover must also have an illustrations/photographic elements. The size of the cover is 8.5 x 11 inches. Each group member will be required to write a 1 page paper describing the use of design principles, their role in the project, and the technical aspects used in creating the cover. Your final piece will be posted on eLearning under the corresponding assignment in jpeg form with the naming convention:
groupname_course#_section#_cover.jpg
lastname_firstname_course#_section#_coverPaper
groupname_course#_section#_wc.pdf

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, and must be made within this course. 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. Use one of the recommended online portfolio sites and upload your images in an aesthetically pleasing manner. You will be graded not only on the redesign of your previous work, but on the overall aesthetic of your portfolio. Consider the site's layout, the thumbnail sizes of your work's gallery,

<u>Extra Credit Assignments</u>
 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

<u>Week 1:</u>
 January 10
  Lecture: Class Overview & Examples
   Syllabus, eLearning, Library eBook and introductions

 January 12
  Work: on Lessons 1 & 2 in *Adobe Photoshop CC Classroom in a Book*
  Post: Lessons 1 & 2 **Due** January 16th by 11:59 pm in eLearning
  Add: jpg of your lesson to the box for critique (don't put your name on this file)

<u>Week 2:</u>
 January 17
  Critique: Lessons 1 & 2
  Lecture: Color, Visual Analysis, File Types, and Basic Tools
  Lecture: Short critique paper **Due** January 30th by 11:59 pm in eLearning
  Review: RGB color wheel https://color.adobe.com/create/color-wheel/

January 19

    Work: on Lesson 3 from *Adobe Photoshop CC Classroom in a Book*
    Work: on Short Critique Paper **Due** January 30th by 11:59 pm in eLearning
    Post: Lessons 3 **Due** January 23rd by 11:59 pm in eLearning
    Add: jpg of your lesson to the box for critique (don't put your name on this file)

Week 3:
    January 24
        Critique: Lesson 3
        Lecture: Composition, Rule of Thirds and Cropping

    January 26
        Work: on Lesson 4 from *Adobe Photoshop CC Classroom in a Book*
        Post: Lessons 4 **Due** January 30th by 11:59 pm in eLearning
        Add: jpg of your lesson to the box for critique (don't put your name on this file)
        Post: Short Critique Paper **Due** January 30th by 11:59 pm in eLearning

Week 4:
    January 31
        Critique: Short Critique
        Critique: Lesson 4
        Lecture: Design Principles – Balance

    February 2
        Work: on Lesson 5 from *Adobe Photoshop CC Classroom in a Book*
        Begin: Assigned Project **Due** February 27th by 11:59 pm in eLearning
        Post: Lesson 5 **Due** February 6th by 11:59 pm in eLearning
        Add: jpg of your lesson to the box for critique (don't put your name on this file)

Week 5:
    February 7
        Critique: Lesson 5
        Lecture: Design Principles – Contrast

    February 9
        Work: on Lesson 6 from *Adobe Photoshop CC Classroom in a Book*
        Post: Lesson 6 **Due** February 13th by 11:59 pm in eLearning
        Add: jpg of your lesson to the box for critique (don't put your name on this file)

Week 6:
    February 14
        Critique: Lesson 6
        Lecture: Design Principles – Rhythm

February 16
        Review: design principles and technical terms for the in-lab quiz
        Work: Assigned Group Project **Due** February 27th by 11:59 pm in eLearning

Week 7:
    February 21
        Lecture: Design Principles – Consistency
        Lecture: Long Critique **Due** April 17th by 11:59 pm in eLearning

    February 23
        Quiz One: in class
        Work: Assigned Group Project
        Post: Assigned Group Project **Due** February 27th by 11:59 pm in eLearning

Week 8:
    February 28
        Critique: Assigned Project
        Lecture: Typography

    March 2
        Work: on Lesson 7 from *Adobe Photoshop CC Classroom in a Book*
        Post: Lesson 7 **Due** March 6th by 11:59 pm in eLearning
        Add: jpg of your lesson to the box for critique (don't put your name on this file)

Week 9:
    March 7
        Critique Lesson 7
        Lecture Bitmap & Vector Drawings

    March 9
        Work: on Lesson 8 from *Adobe Photoshop CC Classroom in a Book*
        Post: Lesson 8 **Due** March 20th by 11:59 pm in eLearning
        Add: jpg of your lesson to the box for critique (don't put your name on this file)
        View "The Code Side of Color"
        http://www.smashingmagazine.com/2012/10/04/the-code-side-of-color

Week 10:
    March 13- 18 **Spring Break – No classes**

Week 11:
    March 21
        Critique Lesson 8
        Lecture Color Part II

    March 23
        Work on Lesson 9 from *Adobe Photoshop CC Classroom in a Book*
        Post: Lesson 9 **Due** March 27th by 11:59 pm in eLearning

Add: jpg of your lesson to the box for critique (don't put your name on this file)

Week 12:
    March 28
        Critique Lesson 9
        Lecture Processing
        View: *Hello Processing,* a video documentary at: http://hello.processing.org/

    March 30
        Lecture: The Portfolio Assignment **Due** April 24th by 11:59 pm in eLearning
        Work: on Processing assignment from step-by-step guides on eLearning
        Post: Processing assignment **Due** April 3rd by 11:59 pm in eLearning

Week 13:
    April 4
        Critique Processing assignment
        Lecture Rendering for 3D Images
        Review design principles and technical terms for in-lab quiz

    April 6
        Work: on 3D rendering assignment from step-by-step guides on eLearning
        Work: on the Portfolio Assignment **Due** April 24th by 11:59 pm in eLearning
        Post: 3D rendering assignment **Due** April 10th by 11:59 pm in eLearning

Week 14:
    April 11
        Critique 3D rendering assignment
        Lecture Repetition, Pattern and 3D Vanishing Points

    April 13
        Quiz Two in class
        Work on 3D vanishing point assignment from step-by-step guides on eLearning
        Work: on the Portfolio Assignment **Due** April 24th by 11:59 pm in eLearning
        Post: 3D vanishing point assignment **Due** April 17th by 11:59 pm in eLearning

Week 15:
    April 18
        Critique Long Critique
        Critique 3D vanishing point assignment
        Lecture Portfolio tricks and help

    April 20
        Work: on the Portfolio Assignment **Due** April 24th by 11:59 pm on eLearning

Week 16:
    April 25
        Critique Portfolio Assignment I

    April 27
        Critique Portfolio Assignment II

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