

Computer Imaging Course Syllabus

Course Information

ATCM 2301.001
Spring 2018

T/TH 8:30 am – 9:45 am
ATC 2.605

Instructor Contact Information

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All emails *must* have 2301.001 in the subject line.

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 develop competency in artistic terminology, principles of art and design, and an appreciation of aesthetics.
 - Students will gain a working knowledge of imaging software by developing the skills of photo manipulation, color correction, image management, compositing, and design.
 - Students will analyze and interpret the principles of art and design through analysis, discussion, critique, and the assessment of digital works of art, including their own.
 - Students will exhibit a body of work through the management and development of a Learning Portfolio.
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Course Requisites and Technical Requirements

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 Course Materials

- ❖ Lynda.com subscription, and access to the program files, which can be obtained free through the Plano Library system if you are a resident of the following cities: Plano, Allen, Frisco, Garland, Richardson, McKinney, The Colony, and Wylie. You only need to bring

proof of address (driver's license or bill) to the library to obtain a card. See <https://www.plano.gov/203/Libraries> for more information.

- ❖ The Houston Library offers an online library card for all Texas residents which includes Lynda.com access. You can register here: <http://houstonlibrary.org/find-it/my-link>
- ❖ The Dallas Library System also provides free Lynda.com access for residents of the city of Dallas. See <http://dallaslibrary2.org/services/ebooks/> for more information.
- ❖ Lynda.com pricing is available on their website if you do not qualify for the local library cards. See Lynda.com for more information. You will need access to the lesson files.
- ❖ If you need additional help, Adobe Photoshop CC classroom in a book (2014 or 2015 release) the official training workbook from Adobe, Andrew Faulkner, c2015, is a good *supplemental* guide.
- ❖ 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.

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.
- ❖ Adobe Photoshop and Adobe Illustrator

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>

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 %	5
Lynda.com assignments (12 total)	1.67% each	20
Project 1	5 %	5
Project 2	5 %	5
Project 3	5%	5
Project 4	5%	5
Two quizzes	5 % each	10
Critique One	5%	5
Critique Two	5 %	5
Midterm Project	15 %	15
Learning Portfolio	20 %	20
		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 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 submissions 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

Lynda.com lessons- on eLearning a document with the list of lessons for Lynda.com will be posted. You are to watch the videos associated with the links listed for that week. You will complete the assigned lessons listed on eLearning, and turn it in to eLearning under the Assessment folder. Please follow the naming convention listed on the document to avoid loss of points. You do not need to include the original files, only the work you completed.

Critique One- You will choose one of six images located on eLearning, attached the Critique One assignment, to critique. You must include 3- 4 pages and a Works Cited page written in collegiate level language using artistic terminology through an aesthetic lens which will be posted to your electronic learning portfolio. The post must be MLA format (if you do not know what MLA format is please see the Purdue Owl for assistance or on-campus writing lab) and *five* of the seven design principles must be included. See the Assignment details in eLearning for more specific information. Naming convention Lastname_Firstname_course#_section#_Critique1 for the image chosen.

Critique Two- You can choose any work of art from a published artist to critique. An important part of this assignment is the research of the piece and the artist. The assignment will be posted

in blog format to your electronic learning portfolio. The post will be 5-7 pages with two of those pages focused solely on the research of the artist, their artistic process, and their work. See the Assignment details in eLearning for more specific information. Naming convention for the image file is: Lastname_Firstname_course#_section#_Critique2

Quizzes- two quizzes deployed via eLearning, students must be present in class to take the quiz, during the semester. The quizzes will focus on a myriad of topics ranging from specific software commands to design principals and aesthetics.

Project 1- You will create a photo montage, collage and/or photo composition representing your stance regarding Net Neutrality. The composition should clearly express the feelings for or against Net Neutrality in a visual manner. The composition can be humorous, serious, or jovial, if the concepts are clear. You will need to research your stance effectively to convey the visual message you choose that symbolizes your feelings on Net Neutrality. The design principles that should be incorporated into this project are: balance, color, proportion, and unity. Upload the project to your electronic learning portfolio on eLearning by the due date. The naming convention of the image will be as follows: Lastname_Firstname_course#_section#_P1 for example, Christopher_Daedra_2301_001_P1

Project 2- You will create a geometric portrait using varying design principles. The portrait must use a variety of colors alongside a myriad of geometric shapes or patterns. The portrait can be that of a celebrity, a pet, a friend, or self-portrait. The design principles that should be incorporated into this project are: contrast, color, rhythm, pattern, and repetition. Upload the project to your electronic learning portfolio on eLearning by the due date. The naming convention of the image will be as follows: Lastname_Firstname_course#_section#_P2 for example, Christopher_Daedra_2301_001_P2

Project 3- You will design a photo manipulation or composite which creates a new species of animal. You can combine various attributes from other animals together to create a new species. Choose a leg from a gazelle, the head of a hippo, want to make a fish-tailed ostrich? Go for it! The composition must be masked, and seamless- make me believe your animal is real! The design principles that should be incorporated into this project are: variety, unity, balance, and proportion. Upload the project to your electronic learning portfolio on eLearning by the due date. The naming convention of the image will be as follows: Lastname_Firstname_course#_section#_P3 for example, Christopher_Daedra_2301_001_P3

Project 4- You will design magazine cover, blog posting, or news article that incorporates movement (think Harry Potter's Quibbler or the Daily Prophet) and an image of a person (of your choice) whose image you alter into that of a super hero. You can turn a celebrity, friend, or yourself into a super hero of your design. Using tools such as the Liquify tool enable you to manipulate the facial structure to give your portrait a super hero look! The project must contain movement using the video and compositing motion tools within Photoshop. You can add motion through moving text, lighting effects, particles, or anything that will create the sense of movement within your composition. The design principles that should be incorporated into this project are: movement, pattern, repetition, and variety. Upload the project to your learning portfolio on eLearning by the due date. The naming convention of the image will be as follows: Lastname_Firstname_course#_section#_P4 for example, Christopher_Daedra_2301_001_P4

Midterm- students will form groups of 3-4 to complete the Game Cover project. The Game Cover project document is on eLearning containing detailed information. The project will consist of a front and back cover of a video game title with the following name/theme: Super Snails. The name of the company that is developing this videogame is: Burnt Bacon Games. The company name and theme must be consistent throughout each groups' project, but the interpretation of the theme and company is open to each group. You group will divide the work equally among each student, documenting the work. Your group will use the Processing program from Processing. Org to alter, enhance, or create an image, including it in the final composition. You will each,

individually, write a personal artifact with a minimum of 4-5 paragraphs including the tools, techniques, and principles of design incorporated in the project posted under the coordinated section to your electronic learning portfolio. You will also include screenshots or jpegs of the section of work you completed for the composition, submitting them to the personal artifact. Submit the finalized project to each student's electronic learning portfolio site on eLearning by the due date. The naming convention for the Midterm will be as follows:
Lastname_Firstname_2301_001_MT.

Final- Learning portfolios are “a flexible tool that engages students in a process of continuous reflection and collaboration focused on selective evidence of learning ... The portfolio provides a critical opportunity for purposeful, mentored reflections and analysis of evidence for both improvement and assessment of students' learning. **” Electronic Learning Portfolio (ELP) which is a digital record of academic and career achievements that can be created and shared with a variety of audiences. You will create at minimum a five-piece learning portfolio, updating it throughout the semester. You will create or update five compositions for this class including Projects 1-4. For some of you that will mean reworking, rethinking, or starting over with an assignment. You will receive critiques on your electronic learning portfolio by your peers, which will enable you to adjust your work, and receive vital feedback to help you progress as an artist.

You will also include one new piece, created within and for this course. You have creative license for the final work as long as the new composition uses at least *four* of the design principles or visual cues discussed in class. You will create a brief synopsis using the personal artifact tool in the electronic learning portfolio explaining how you used the design principles, techniques, and software in your project. The personal artifact should also contain information on your motivation for your composition and techniques used to create your final work. You will have a draft of the final work available on your electronic learning portfolio to receive feedback from your peers before Critique Set Two is due. The naming convention for the final original piece will be as follows: Lastname_Firstname_2301_001_Final.

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:

January 9th

Lecture: Class Overview, and Examples
Syllabus, eLearning, Lynda.com and introductions

Complete: Introduction worksheet

Work: Lynda.com Lessons Week One

January 11th

Lecture: Learning portfolios, Lynda.com, bit depth, file types, and Photoshop Basics.

Work: Project One overview and introduction

Due January 29th by 11:59 pm

Post: Lynda.com Lessons Week One to eLearning

Due January 15th by 11:59 pm

Week 2:

January 16th

Lecture: Design principles overview, selections, cropping and layer basics.

Work: Critiques One overview and introduction

Due February 5th by 11:59 pm in eLearning

Work: Lynda.com Lessons Week Two

January 18th

Post: Lynda.com Lessons Week Two to eLearning

Due January 22nd by 11:59 pm

Work: Project One

Week 3:

January 23rd

Lecture: Balance, transformations, layers, adjustment layers, layer styles, and layer blending modes.

Work: Lynda.com Lessons Week Three

January 25th

Post: Lynda.com Lessons Week Three to eLearning

Due January 29th by 11:59 pm

Post: Project One to your electronic learning portfolio

Due January 29th by 11:59 pm

Week 4:

January 30th

Lecture: Unity/Harmony, masking, smart objects, and smart filters.

Work: Lynda.com Lessons Week Four

February 1st

Work: Project Two overview and introduction

Post: Lynda.com Lessons Week Four to eLearning

Due February 5th by 11:59 pm

Post: Critique One

Due February 5th by 11:59 pm

Week 5:

February 6th

Lecture: Proportion, vector vs raster, Smart filters using typeface, text, and shapes.

Work: Lynda.com Lessons Week Five

February 8th

Post: Lynda.com Lessons Week Five to eLearning

Due February 12th by 11:59 pm

Post: Project Two to your electronic learning portfolio

Due: February 12th by 11:59 pm

Week 6:

February 13th

Lecture: Color (part one); content-aware and adjustment/touch-up tools

Work: Lynda.com Lessons Week Six

Work: Midterm overview and introduction

February 15th

Review: Quiz 1

Post: Lynda.com Lessons Week Six to eLearning

Due February 19th by 11:59 pm

Work: Midterm Project

Week 7:

February 20th

Lecture: Color (part two); Processing, brushes, filter gallery, and filters.

Work: In-class Processing

Work: Lynda.com Lessons Week Seven-Eight

Work: Midterm

February 22nd

Work: Quiz 1

Post: Midterm Project to your electronic learning portfolio

Due February 26th by 11:59 pm to your electronic learning portfolio

Week 8:

February 27th

Present: Midterm Projects with in-class critiques

March 1st

Present: Midterm Projects with in-class critiques

Work: Project Three overview and introduction

Post: Lynda.com Lessons Week Seven-Eight

Due March 5th by 11:59 pm

Week 9

March 6th

Lecture: Contrast, focal point, emphasis, liquefy tool, levels/curves, layer effects, and image reconstruction.

Work: Lynda.com Lessons Week Nine

Work: Critique Two overview and introduction

March 8th

Post: Lynda.com Lessons Week Nine to eLearning

Due March 11th by 11:59 pm

Week 10:

March 12th – 17th

Spring Break – no classes

Week 11:

March 20th

Lecture: Variety, 3D tools and materials.

Work: Lynda.com Lessons Week Eleven

March 22nd

Work: Project Four overview and introduction

Post: Lynda.com Lessons Week Eleven to eLearning

Due March 26th by 11:59 pm

Post: Project Three to your electronic learning portfolio
Due March 26th by 11:59 pm

Week 12:

March 27th

Lecture: Movement, video tools
Work: Lynda.com Lessons Week Twelve

March 29th

Post: Lynda.com Lessons Week Twelve to eLearning
Due April 2nd by 11:59 pm to eLearning

Week 13:

April 3rd

Lecture: rhythm, vanishing point, the pen tool, and smart objects (part two)
Work: Lynda.com Lessons Week Thirteen

April 5th

Review: Quiz 2
Work: Final Project Introduction and Overview
Post: Lynda.com Lessons Week Thirteen to eLearning
Due April 9th by 11:59 pm
Post: Project Four to your electronic learning portfolio
Due April 9th by 11:59 pm

Week 14:

April 10th

Lecture: pattern, repetition, textures, and texturing
Work: Final Project
Work: Critique Two

April 12th

Work: Quiz 2
Work: Final Project
Post: Critique Two
Due April 16th 11:59 pm to your electronic learning portfolio

Week 15:

April 17th

Work: Final Project

April 19th

Post: Final Project to your electronic learning portfolio
Due April 23rd by 11:59 pm

Week 16:

April 24th & April 26th

Present: Final Projects Presentation with in-class critiques

*"The Learning Portfolio: A Powerful Idea for Significant Learning" by John Zubizarreta, Columbia College (idea Paper #44, 2008)

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

