

GRANDE PRAIRIE REGIONAL COLLEGE  
DEPARTMENT OF VISUAL AND PERFORMING ARTS  
Ar 1190, VISUAL IMAGERY II 3 (1-0-2) UT3

Instructor: Ken Housego  
Location: L101 Computer Lab  
Times: Monday, Wednesday and Friday 1:00 p.m. to 1:50 p.m.  
Dates: January 5 to April 10, 1996  
No classes February 26 to March 1  
Prerequisite: AR 1180 or consent of the department

Overview :

This course is a continuation of AR 1180. Digital image manipulation and interactivity is emerging as distinctive new disciplines. Everyone who is being irrevocably changed by the computer. This course is an intermediate level studio discipline and will introduce the theory of computer technology with an emphasis on visual design and its interdisciplinary applications. Applications to be used are Adobe Photoshop, HyperCard, MacroMedia Director and ResEdit emphasising visual design and interactivity.

Objectives:

Students will :

1. continue to develop a basic understanding of the 2 dimensional elements:
2. continue to develop visual and critical thinking skills pertaining to interdisciplinary applications.
3. to develop specific computer skills and techniques.
4. to develop an awareness of the impact the computer is having on modern society / culture.

### Facilities:

Students are responsible for clean-up of the lab. Good housekeeping is essential.

Food or drinks are not permitted in the computer lab.

### Homework:

Projects will be assigned for homework and expected on the date required. Failure to finish projects on time for class critiques will affect student's final evaluation. Students will be expected to invest a minimum of six hours a week in the computer lab.

### Criteria for Assessment:

1. The standard of work achieved.
2. Creative and aesthetic quality of the work.
3. The degree of knowledge and understanding of the elements and principles of this particular studio discipline as reflected in the submitted computer images.
4. Progress achieved overall.
5. Overdue assignments will be penalised. Work must be completed within seven days of original deadline or failure to do so may constitute a "0" grade.
6. Professional Orientation as indicated by commitment, and involvement in collective and individual critiques, completion of assignments, meeting deadlines, time spent additional to class hours, and attitude.

More than 10% absenteeism may constitute a failure except for medical or extenuating circumstances in which case a doctor's letter will be required.

### Assessment and Grading:

1. Mid-term:  
25% Mid-term (Portfolio of assignments)  
5% Weekly Quick Study
2. Final Grade:  
~~20%~~ 30% Mid-term  
5% WEEKLY QUICK STUDY  
  
35% Final (Portfolio of assignments)  
20% Final Examination ( this will be booked as an examine)  
10% Participation

### References:

- Friedhoff, K.M. The Second Computer Revolution - Visualization. New York: W.H.Freeman and Company, 1991.
- Goodman, C. Digital Visions - Computers and Art. New York: Harry N. Abrams Inc., 1990.
- Mitchell, William J. The Reconfigured Eye - Visual Truth in the Post - Photographic Era. MIT Press Cambridge, Massachusetts., 1992

Appropriate manuals for software applications and hardware.

### Materials:

Estimated costs approximately \$35.00 for a EZ 135 SyQuest cartridge. It is highly recommended that you make a back up copies of your work.

### Important Notes On Back

Notes:

Students will be expected to invest a minimum of six hours a week out of class.

Unless otherwise directed by the instructor, all work produced for the course must be retained until after the final assessment. Due to the cumulative nature of studio performance the criteria for assessment may rise above mathematics.

THE VISUAL AND PERFORMING ARTS DEPARTMENT WILL NOT ASSUME RESPONSIBILITY FOR LOST OR STOLEN COURSE WORK OR PORTFOLIOS.

All work is to be stored on your SyQuest Cartridge. The computers will be cleaned of abandoned files on a regular bases.