Ar 2280 Digital Imagery III 3 (3-0-3) UT3 (pending)

Instructor: Ken Housego, Office L128, 539-2813,
           Appointments must be confirmed ahead of time.

Location: L123 Computer Lab

Dates: September 9 to December 2, 1997
           January 6 to April 14, 1998
           No class November 11,1997

Times: Tuesday 1:30 to 4:20 PM.

Prerequisite: Ar 1360 and Ar 1370, Visual Fundamentals I & II
           Ar 1180 and Ar 1190, Digital Imagery I & II

Course Description:

AR 2280, Digital Imagery III is an intermediate level studio course that seeks to develop an indepth appreciation and understanding of two dimensional digital imagery. Students will develop a critical insight and working knowledge of major image editing and painting programs.

Course in Perspective:

This course deals with the aspects of creating two-dimensional imagery using Adobe Photoshop as the primary application. Adobe Photoshop is a major image editing program use in desktop publishing, advertizing, web pages, two-dimensional interactive animation. There will be a balanced emphasis placed on exploration, creation of digital images and a solid understanding of the application in study. Students are expected to work consistently, with a high degree of personal motivation, throughout the term.

As technology and trends change, other applications may be added to complement or replace Photoshop, some of these programs are Fractal Design Painter, Xres, and Live Picture.

Class meeting times will include lectures, orientation to software, group discussions of work, and time for students to pursue assignments or individually initiated projects. Attendance at each class meeting, full participation in class discussions or activities, and completion of work are imperative.

Objectives:

Students will :

1. develop visual and critical thinking skills pertaining to digital image editing and arrangement.

2. develop specific computer skills and techniques using current applications.

3. develop an awareness of the impact the computer is having on modern imagery in society and culture.

4. apply two-dimensional elements of design: line, shape, value, texture, colour, tone and volume.

Criteria for Assessment:

1. The standard of work produced.

2. Creative and aesthetic quality of the work.

3. he degree of knowledge and understanding of the computer application in study, as reflected in the work.

4. The degree of knowledge and understanding of the elements and principles of composition.

5. Progress achieved overall.

6. Overdue assignments will be penalized.   Work must be completed   within seven days of original deadline or failure to do **may constitute a "0" grade.**

7. 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:**

   45%   Mid-term (Portfolio of assignments)

2. **Final Grade:**

   45%   Mid-term
   45%   Final (Portfolio of assignments)

   10%   Participation

   There will be number of quizzes throughout the course.

References:

Lourekas & Weinmann. Photoshop 3 for The Macintosh - Visual Quick Start. Berkeley: Peachpit Press.,1995.

McClelland. Duke. The Photoshop 3 Bible - 2nd Edition. Dallas: IDG Books Worldwide,Inc., 1992.

Dayton & Davis. The Photoshop 3 Wow Book. Berkeley: Peachpit Press.,1995.

Niffengger, Bill. Photoshop Filter Finesse. Toronto: Random House Electronic Publishing., 1994

Millar & Zaucha. The Colour Mac - Design Production and Techniques. Carmel: Hayden., 1992

Appropriate manuals for software applications and hardware.

Selected magazine articles.

Materials:

Required text ($28.00)

Lourekas & Weinmann. Photoshop 4 for The Macintosh - Visual Quick Start.
       Berkeley: Peachpit Press.,1997.

Estimated costs:

SyQuest or Zip Cartridges ($60.00) It is highly recommended that you make
a back up copies of your work final work and progressive stages of
development.

Dye sublimation paper ($60.00) Students will be required to prints all major
projects.

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 three
hours a week in the computer lab.

Important Notes Next Page

Students will be expected to invest a minimum of four to 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 at the end of the term.

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ALL WORK IN PROGRESS MUST BE REMOVED FROM THE HARD DRIVE AFTER YOUR WORK SESSION AND STORED ON A SYQUEST OR ZIP CARTRIDGE. THE HARD DRIVE IS FOR WORK SESSIONS AND LEAVING THE FINAL ASSIGNMENTS.

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COMPUTER HARD DRIVES WILL BE CLEANED ON A REGULAR BASES.

(YOUR WORK WILL BE TRASHED)

THE FINE ARTS DEPARTMENT WILL NOT ASSUME RESPONSIBILITY FOR LOST OR STOLEN COURSE WORK OR PORTFOLIOS.

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All scanned images used in any project must be submitted in a plastic slip cover at the same as the digital file.