



**GRANDE PRAIRIE REGIONAL COLLEGE**  
**DEPARTMENT OF FINE ARTS**

**DD 1180**  
**DIGITAL IMAGERY 2D I**

**Instructor:** Douglas Wills  
**Office:** TBA  
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**Class Time:** Monday and Wednesday – 8:30 AM to 9:50 AM  
Tuesday and Thursday – 6:00 PM to 7:20 PM  
**Class Location:** Studio One, Fine Arts Design Studio Building

**COURSE DESCRIPTION**

This course is an introduction to the use of the computer in a fine arts context. The primary focus will be Adobe Photoshop 7 on the Macintosh platform. Photoshop is the industry standard for digital image manipulation and is used to create graphics and art for use in print, web and multimedia. Macintosh is the preferred platform for most fine art and graphic design applications. In addition, students will be introduced to the basics of computer pixel theory and the fundamentals of working with raster-bitmap image graphics.

**OBJECTIVES**

Students will:

- Gain the necessary software skills and techniques for effective communication.
- Learn the basic principles of two-dimensional design; line shape, value, texture, colour, tone and composition.
- Develop the visual and critical thinking skills pertaining to creating effective imagery.

**READING AND HOMEWORK ASSIGNMENTS**

Students can be expected to put in a minimum of 5 hours per week on out-of-class work. Assignments will be expected on the date requested. Failure to complete projects on time for class critiques will effect the student's final evaluation.

## **REQUIRED TEXT**

### **Visual Quickstart Guide: Photoshop 7 for Windows and Macintosh**

Elaine Weinmann and Peter Lourekas

Peachpit Press                      2003

Cost: \$38.95

## **ASSESSMENT AND GRADING**

**MID-TERM:** 45% Grade based on assignments and quizzes completed by midterm.

**FINAL:** 45% Grade based on final portfolio to the end of the semester.

**INVOLVEMENT:** 10% Grade based on participation, critique contributions, class attendance

## **CRITERIA FOR EVALUATION**

1. The level of creativity and craftsmanship demonstrated.
2. The degree of knowledge and understanding of the elements and principles of this particular studio discipline.
3. Portfolio presentations throughout the duration of this course.
4. Professional orientation as indicated by enthusiasm, commitment, involvement and flexibility in collective and individual critiques.

## **REGARDING ASSIGNMENTS**

All assignments must be submitted in the appropriate version of software used in classroom instruction.

**NO LATE ASSIGNMENTS** will be accepted unless accompanied by a doctor's note. Late assignments will lose 10% grade for each day late. After 10 days you will receive a **ZERO GRADE**.

If a student arrives late for a quiz they will not be able to write it after a **FIVE** minute grace period and will receive a **ZERO** grade.

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.

All printed assignments must be submitted in a **plastic folder** to protect your work, complete with your name and student number. Other assignments will be placed in my **DROP BOX** on the Fine Arts Server. Please be prepared.

### **REGARDING ABSENTEEISM**

More than 20% absenteeism from class will result in the student being asked to leave the class.

### **COMPUTER LAB RULES**

All work in progress must be removed from the hard drive after your work session. Projects should be stored on **CDS**. The hard drive of each computer is for work assignments only. Computer hard drives will be cleaned on a regular basis and any personal files may disappear.

Access to the labs is available except when in use by another class. Lab hours will be posted.

**NO** food or drink allowed in the lab.