



GPRC

DEPARTMENT OF FINE ARTS

DIGITAL IMAGERY I, — MONDAY AND FRIDAY

Course Title: DD1180 B2 3(1-0-2) UT

Dates: Sept. 6 to Dec. 6, 2002

(No classes on October 4 or November 11)

Class Time: Monday — 11:30 am. To 12:50 pm.

Friday — 10:00 am. To 11:20 am

Class Location: Design Studio 1

Instructor: Ken HouseGo

Office: Design Studios, Rm. 130, Office Hours Posted On Door

Phone: (Phone ahead to book an appointment)

539-2813 (Best way to contact me)

E-mail: khousego@gprc.ab.

Prerequisite: No prerequisite

Calendar Description: Application of two-dimensional art elements applied to static digital media; drawing, mixed materials, image manipulation, colour and composition using appropriate software. This course is an introduction to the principles and techniques of digital media with an emphasis on visual design and creative image solutions.

Course in Perspective: This course is an introduction to the use of the computer in a fine arts context. The main application studied will be Adobe Photoshop 5.5 on the Macintosh platform that is the primary digital image manipulation program used to create graphics and art for use in print, the Internet and interactive multi-media. In addition students will learn the basics of computer pixel theory and the fundamentals of working with "raster-bitmap" image graphics.

Required Texts: **Photoshop 7.0 Visual QuickStart Guide**
(Elaine Weinmann and Peter Lourekas, 2002 \$30.00)

DD 1180 Digital Imagery 2D I

Assignments: Students can expect to put in a minimum of 4 to 6 hours per week on out-of-class work. Assignments will be expected on the date required. Failure to complete projects on time for class critiques will effect the student's final evaluation.

- Objectives:**
1. Learn the basic principles of two-dimensional design: line, shape, value, texture, color, tone and composition.
 2. Develop the visual and critical thinking skills pertaining to creating effective imagery.
 3. Gain the necessary software skills and techniques for effective communication.

- 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. Assignments will be required throughout the duration of this course.
 4. Professional orientation as indicated by enthusiasm, commitment, involvement and flexibility in collective and individual critiques.

Overdue assignments will be penalized 10% per day. Work must be completed within ten days of original deadline. **After 10 days you will receive a zero grade.**

5. Students late for a quiz will have a 5-minute grace period afterwards they will receive a grade of zero and not be allowed to write.
6. Attendance is mandatory.
7. **More than 20% absenteeism may constitute a failure except for medical or extenuating circumstances (in which case a doctor's letter will be required). Lateness will be noted. Absences must be accompanied by a doctors note**

Assessment and Grading: A. Final Grade:

85% Class and Home Assignments

5% Quiz and or worksheets

10% Participation

B. Mid-term:

A number grade based upon assignments completed. Mid-term may be an indicator grade only for the student's reference on his/her performance in this course.

There will be number of quizzes, close book and take home throughout the course.

Materials, Supplies: Estimated costs approximately \$100.00 for Zip cartridges, paper and text.

Notes: Food and drinks are not permitted in the computer lab! Students are responsible for clean up of the lab. Good Housekeeping is essential.

It is highly recommended that you make back up copies of your work.

Unless otherwise directed by the instructor, all work produced for the course must be retained by the student until the final assessment at the end of the term.

The Fine Arts Department will not assume responsibility for lost or stolen portfolios or for lost files on the lab computers or the Department server.