

DEPARTMENT OF FINE ARTS
DD 2280 Static Media II, (3-0-3) UT. 3

OCT 18 2001

- DATES:** Sept. 5 to Dec.10, 2001
(No Class Monday, October 8)
- TIMES:** Monday 10:00 am. to 12:50 pm.
Wednesday 8:30 am. to 11:20 pm.
- LOCATION:** Fine Arts Department, Design Studios
(Electrical Building) Rm. 131
- INSTRUCTOR:** Ken HouseGo, Office Rm. 130, 539-2813
Fine Arts Department Design Studio (Electrical Building)
Office Hours Posted On Door,
(Phone ahead to book an appointment)
- Prerequisite:** Ar 1360 and Ar 1370, Visual Fundamentals I & II
Ar 1180 and Ar 1190, Digital Imagery I & II

Course Description:

AR 2280, Static Media II is an intermediate level studio course that seeks to develop an in depth appreciation and understanding of two dimensional digital imagery. Students will develop a critical insight and working knowledge of Photoshop, the industry standard for image editing and correction.

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.

Class meeting times will include lectures, orientation to software, group discussions of work, quizzes 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. The 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, 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 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.

ASSESSMENT AND GRADING:

A. Final Grade:

80%	Class and Home Assignments
10%	Quiz
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 take Home and close book throughout the course.

References:

Dayton & Davis. The Photoshop 5 Wow Book. Berkeley: Peachpit Press.,1999.

Biedny, Monroy,Moody. Photoshop Channel Chops. New Riders., 1998

Dan Giordan and Steve Moniz. Using Adobe Photoshop 5, Que., 1998

Selected magazine articles.

Appropriate manuals for software applications and hardware.

Materials:

Photoshop 5.5 Visual QuickStart Guide

(Elaine Weinmann and Peter Lourekas ,1999 \$30.00

Zip Cartridges 5 (\$100.00) It is highly recommended that you make a back up copies of your work final work and progressive stages of development.

Rag paper, and various media for working into the digital prints.

One package of PhotoQuality Print paper, about \$45.00 for 50 sheets

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. **Important Notes On Back**