

ARTC 2305 DIGITAL IMAGING 2 COURSE SYLLABUS

ARTC 2305. DIGITAL IMAGING 2 (3-2-4)

Principles of digital image processing and electronic painting. Emphasis on bitmapped - or raster based image marking and the creative aspects of electronic illustration for commercial and fine art applications. Student must have a passing score on the THEA reading, have completed or have concurrent enrollment in READ 0308. Prerequisite: ARTC 1302 or consent of instructor. Laboratory fee \$25. Sp (5004090000).

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Course Rationale: At a fundamental level, this course will establish an understanding of thinking conceptually and visually, current artistic standards, skills necessary for entry-level work, behaviors and attitudes toward professional design process, and moderate hand skills and computer literacy.

Educational Materials: Adobe Press - Classroom in a Book, Adobe Photoshop CS5

Supplies

- 2-4 GB USB Flash Drive
- Sketch book
- Black markers & pencils
- Black matte or foam core board
- X-acto knife & extra blades
- Can of spray adhesive
- Access to a computer w/Photoshop CS5 outside the lab

Evaluation

Grading scale is based on the total points earned. Points required for grade Total Possible Points.

A=90% B=80% C=70% D=60% below 60% is failing

Examinations/Quizzes

(20%) Three exams will be given covering all materials covered through labs, required reading and lectures. Exams will be comprised of multiple choice, fill in the blank and true and false questions. The Final Exam will be a skills test on a Mac computer to demonstrate your retention of the main techniques taught during the semester.

Labs

(10%) The lab will consist of attendance, class participation, and completed lessons e-mailed to the instructor for each chapter in the book, due at the end of each unit.

Projects

(70%) The course projects may receive up to a maximum of 100 points of per project. The projects must be approved by the instructor and will be assessed at 70% of the course grade. Failure to adhere to these requirements will result in less than full credit for each project.

Calculation of Grade

1. Late projects receive one letter grade deduction
2. Every typographic error found by instructor, results in one letter grade deduction
3. Submitted art should be professionally presented
4. The calculated grade is based upon the directions given on the project

Classroom Policies**Attendance Policy**

Your attendance is the single greatest predictor of success. Since this is a hybrid course, it's vital you attend class every Tuesday, where you will receive relevant lectures on each section, hands on demonstration and constructive criticism during project development. Students' attendance at every class is expected. By campus policy, you can miss 4 Tuesday class sessions, after that you may be dropped from the course at the instructor's discretion.

Make-up Examination Policy

Students are permitted to make up exams in a one-time only test make up period at the end of the semester. Responsibility for making up the test rests upon the student, and failure to do so will result in a grade of zero.

Academic Honesty Policy

Any form of scholastic dishonesty, such as plagiarism or cheating, as defined in the Student Handbook, will not be tolerated and may result in loss of credit or further appropriate action.

Copyright Violations

The reproduction of copyrighted software without permission is a federal crime. *ANYONE CAUGHT REPRODUCING SOFTWARE FROM THE KC AGDT LABS WILL AUTOMATICALLY LOSE ALL LAB PRIVILEGES AND WILL BE SUBJECT TO OTHER DISCIPLINARY ACTION AS DEEMED NECESSARY.*

Drop Date and Procedures

If you are unable to complete the course, YOU should withdraw from it. The withdrawal process is a formal procedure with a specific published deadline, which YOU must

initiate. You must do it through the Registrar's Office. If you stop attending -and do not withdraw, you will receive a failing grade. A last drop date with a "W" is posted on the Kilgore College website at www.kilgore.edu.

Inappropriate Behavior Policy

Foul language, viewing pornographic material, destruction of college or student property, physical or verbal threats toward the instructor or any student and sexual harassment will result in the student being removed from the class for the night, attendance marked as absent, a 0 for all grades earned that night and will be subject to other disciplinary action as deemed necessary. You will not be allowed back in class until you have contacted the instructor about the situation.

Presentations

To prepare you for the work environment, you will be required to present your project on a clean black matte or foam core board during presentation time. You are also required to dress in business casual clothing, which means but no jeans and t-shirts. To be taken seriously, you need to dress in a professional manner. Respect your fellow students during critiques by not talking or working on your computer.

Disclaimer

Your instructor reserves the right to change content or schedule of this course if it is deemed necessary for the improvement of the students.

Student Learning Outcomes

After completing this course, the student will be able to:

1. Identify and use problem solving techniques and concept development

Activities: Text readings, Class lecture and discussion, and listening experiences

Assessment: Unit Tests, final examination, and creative graphic design projects

SCANS: 1,2,5,8

2. Demonstrate competency in general illustration concepts.

Activities: Text readings, Class lecture and discussion, and listening experiences

Assessment: Unit Tests, final examination, and project pricing print job

SCANS: 1,2,3,4,5,8

3. Apply critical thinking in using basic grid stages of an illustration

Activities: Class lecture and discussion, and listening experiences

Assessment: Critique, final examination, and project

SCANS: 5,1,2,3,7

4. Produce thumbnails that show a variety of solutions to an assignment

Activities: Thumbnail demonstration, Productions Techniques

Assessment: Project Critique, and discussion with evaluation

SCANS: 7,5,4,1

5. Produce eight finished projects in media assigned

Activities: Painting, Class lecture and discussion, and observation experiences

Assessment: Review and verbal critique of the illustration projects

SCANS: 1,2,4,5,7,8

Schedule of Classes

This hybrid course will meet in AT202 on Tuesday's from 6:15pm - 8:50pm. You are required to have access to a computer with Adobe Photoshop CS5 on it outside of class. Each student should plan to work at least six hours per week in this course, 3 hours in the lab on Tuesdays and an additional 3 hours outside the class. We will only be working on 3 portfolio projects during the entire semester. It's vital you bring in your current projects each week so I can see the progress you've made and help answer any questions or make suggestions on ways to improve it.

Assignments:

Unit 1

- Syllabus Review
- About Photoshop CS5
- Portfolio Evaluation

Unit 2

- Typographic Design
- Chapter 7 Lab
- Project 1 Briefing

Unit 3

- Vector Drawing Techniques
- Chapter 8 Lab
- Review Project 1
- Project 1 Presentation
- Quiz: Photoshop Skills Review 1

Unit 4

- Advanced Layering
- Chapter 9 Lab
- Project 2 Briefing
- Review & Take Exam 1 (Chapters 7-9)

Unit 5

- Advanced Compositing
- Chapter 10 Lab
- Review Project 2

Unit 6

- Painting with the Mixer Brush
- Chapter 11 Lab
- Review Project 2
- Project 2 Presentation

Unit 7

- Working with 3D Images
- Chapter 12 Lab
- Project 3 Briefing
- Review & Take Exam 2 (Chapters 10-12)

Unit 8

- Preparing Files for the Web
- Chapter 13 Lab
- Review Project 3
- Quiz: Photoshop Skills Review 2

Unit 9

- Producing and Printing Consistent Color
- Chapter 14 Lab
- Review & Take Exam 1 (Chapters 13-14)
- Project 3 Presentation

SCANS Competencies

1. Reading
2. Writing
3. Arithmetic/Mathematics
4. Speaking and Listening
5. Thinking Skills
6. Personal Qualities
7. Work Place Competencies
8. Basic Use of Computers