DIGITAL IMAGING I (ARTS 1302) CRN 13858

Fall 2016 / Tuesdays, 6:00-9:00pm / Alief Campus, Room B319
2 hrs lecture; 4 hrs lab / 96 hrs semester / 16 wks

COURSE DESCRIPTION

Digital imaging using raster image editing and/or image creation software: scanning, resolution, file formats, output devices, color systems, and image acquisitions.

Course Co-Requisites (Required to successfully be completed before or at the same time as this course):
ARTC 1305 and ARTC 1325

Course Requisites (Required to successfully be completed before taking this course):
ENGL 0300 or 0347; GUST 0341; MATH 0306

INSTRUCTOR INFORMATION

Jordan Carswell
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Contact me for any questions or concerns you have regarding this course. Don't wait if you are having trouble with the course material or don't understand why you received a certain grade for an assignment or quiz. I will work with you to try and resolve any issues. My goal is your success.

INSTRUCTIONAL MATERIALS

- Mass storage device (16 GB or higher needed)
- Textbook (required by second class session):
  Adobe Photoshop CC Classroom in a Book (2015 release) by Andrew Faulkner, Conrad Chavez. Published August 26, 2015 by Adobe Press. ISBN-10: 0-13-430813-1 ISBN-13: 978-0-13-430813-5
- Adobe Photoshop Creative Cloud 2015 (can be purchased or accessed at campus labs)

COURSE SEMESTER CREDIT HOURS (SCH)

Credit and Lecture 96.00 hours; External Hours: 48 hours

Course Length: 16 Weeks

Note: 1 hour of classroom instruction equates to a minimum of 1.5 hours of out of class student work each week. External hours of student work may include lessons from the book, discussions, projects, and quizzes.

Explanation:

2 lecture, 4 lab hours credit course:

2 lecture hours x 16 weeks = 32 lecture hours
4 lab hours x 16 weeks = 64 lab hours
1.5 external hours x 16 weeks = 48 external hours
TOTAL hours = 144 hours

144 total hours / 16 weeks = 9 hours per week for course

TYPE OF INSTRUCTION

Hybrid course: This means that 50% of the course will take place on campus in a classroom and 50% will take place online in Eagle Online, http://eagleonline.hccs.edu.

STUDENT LEARNING OUTCOMES

The student will be able to do the following by the end of the course:

- Identify terminology, advantages and limitations of image editing software
- Distinguish bit-mapped resolutions for image acquisitions and output devices.
- Use digital editing and painting tools.
- Use basic half-tone theory in production of images.
- Manipulate, create, and edit digital images for print and for web.
- Specify appropriate file formats.
- Identify terminology, advantages and limitations of image editing software

LEARNING OBJECTIVES

Students will:

1. *Identify terminology, advantages and limitations of image editing software Distinguish bit-mapped resolutions for image acquisitions and output devices.*
   Students are given in-depth lectures on image resolution, line-screen resolution for printing, and the optimization of images going onto the Web.

2. *Use digital editing and painting tools*
   Colorization of black and white images using various image editing tools and color adjustment commands.

3. *Use basic half-tone theory in production of images*
   Students are taught the use of half-tones and the basic theory of offset-printing

4. *Manipulate, create, and edit digital images for print and for Web*
   Students taught various techniques and tools for preparing images to print and when necessary optimizing said images for the web.

5. *Specify appropriate file formats*
   Students are taught how and when to use various file formats for printing, scanning, web, and embedding in page layout software documents.

SCANS

Credit: 3 (2 lecture; 4 lab)

1. Identify terminology, advantages and limitations of image editing software
   a. Distinguish bit-mapped resolutions for image acquisitions and output devices
2. Use digital editing and painting tools
   a. Workplace Competencies - Technology -Applies Technology to Task
3. Use basic half-tone theory in production of images
   a. Workplace Competencies - Resources -Allocates Time
4. Manipulate, create, and edit digital images for print and Web
   a. Workplace Competencies - Information -Organizes & Maintains
   b. Workplace Competencies - Information -Uses Computers to Process
   c. Workplace Competencies - Systems -Understands Systems
   d. Workplace Competencies - Systems -Monitors & Corrects Performance
5. Specify appropriate file formats
   a. Identify terminology, advantages and limitations of image editing software

INSTRUCTIONAL METHODS

There are two types of work environments in which creative professionals will often find themselves. One is the studio environment, where several staff work together in a common space. The other is the freelance environment, where work is done alone from home, a single office, or maybe a coffee shop. As a hybrid course, in which 50% of your instruction takes place outside the classroom, you will work in both worlds in both worlds.

Our class time will function mostly like a studio environment where we will all work together on activities and projects. Although there will be some lecture material, I feel that in a course like this, it is my responsibility to demonstrate the concepts of the course for you and then allow you to learn by doing. You will have as much time as possible to work in class. I will guide the class activities and provide my own knowledge and experience to help you as you develop your own expertise.

Outside of class, you will need to learn to work like a freelance professional. Establish a consistent time to work on the course, up to 6 hours per week. Get into the habit of checking for deadlines and making sure you organize your time to meet them. If you have any issues or questions about an assignment or need feedback as you progress, you can contact me, your client for all of your assignments in this course.

INSTRUCTOR RESPONSIBILITIES

As your Instructor, it is my responsibility to:

- Create an effective learning environment
- Inform students of policies such as attendance, withdrawal, tardiness and make up
- Provide the course outline and calendar with a description of all assigned activities
- Provide clear instructions for all graded activities
- Provide the grading scale and grading formula explaining how grades are calculated
- Arrange to meet with individual students before and after class as required

STUDENT RESPONSIBILITIES

To be successful in this class, it is the student's responsibility to:

- Attend class regularly and participate in class activities
- Participate weekly in Eagle Online web-based activities
- Read and comprehend the course materials
- Complete all assigned activities
- Keep copies of all paperwork, including this syllabus, handouts and all assignments
- Ask for help when there is a question or problem

STUDENT ASSIGNMENTS

This course covers both how to work with digital images and how to do that using the Adobe Photoshop Creative Cloud software. Assignments in this course have been developed to provide you with opportunities to encounter new concepts, to practice towards mastery, and to apply your knowledge and skills towards your own creative goals.

Classroom in a Book Lessons (10% of final grade)

This course uses the *Adobe Classroom in a Book* series. Each week you will work through at least one lesson from the book. These will be uploaded and submitted through the assignment tool in Eagle Online.

In Class & Online Activities (20% of final grade)

Most class sessions will include activities that are to be turned in by the end of class. As a hybrid course, 50% of instruction takes place online. So, you will also be participating in weekly online forums, quizzes and other online activities in Eagle Online.

Design Projects (30% of final grade)

Every two weeks, you will have an assignment where you will be given source materials to create a design project that will help you develop your skills in working with digital images. Instructions for each week's project will be provided in class and in Eagle Online. Submission will be made through Eagle Online.

Midterm Project: Collage (20% of final grade)

The midterm project for this course is a collage combining shapes, selections from multiple image sources, and typography. There will be special emphasis placed on using layers, masks, and image compositing techniques. You will be graded on originality of concept and design, creative use of images to express your ideas and utilization of Photoshop.

Final Project: Visual Narrative (20% of final grade)

The final project will be an opportunity to demonstrate what you have learned in the course by creating a visual narrative, telling a story through digital imagery. As this is the last assignment in the course, you will be given much more freedom to develop a concept and choose how the work will be presented. Detailed information will be given in class and posted in Eagle Online.

HCC GRADING SCALE

A = 100–90	…………………………	4 points per semester hour
B = 89–80	…………………………	3 points per semester hour
C = 79–70	…………………………	2 points per semester hour
D = 69–60	…………………………	1 point per semester hour
F = 59 and below	…………………………	0 points per semester hour
IP (In Progress)	…………………………	0 points per semester hour
W (Withdrawn)	…………………………	0 points per semester hour
I (Incomplete)	…………………………	0 points per semester hour
AUD (Audit)	…………………………	0 points per semester hour

IP (In Progress) is given only in certain developmental courses. The student must re-enroll to receive credit. COM (Completed) is given in non-credit and continuing education courses. To compute your grade point average (GPA), divide the total grade points by the total number of semester hours attempted. The grades "IP," "COM" and "I" do not affect your overall GPA.

GRADING CRITERIA

Instructions will be provided in class for each assignment. Additional information, including any assignment source files, will be available in Eagle Online. Rubrics with detailed information about how your grade will be assessed will also be provided for both the midterm and the final. Use the rubric as your guide to understanding what is most important for the successful completion of each assignment.

All coursework will be submitted through Eagle Online. Final projects will also be presented in class on the day of the schedule course final.

DIGITAL COMMUNICATION LATE ASSIGNMENT POLICY

Every assignment has a due date and students are expected to submit their assignments by the assigned due date. It is the student's responsibility to read and adhere to all assignment due dates listed on the assignment handouts. The purpose of this policy is to help students with time management and ensure optimum academic success in the classroom.

ALL assignments are due by 11:59 pm on the due dates indicated. Technical issues are not valid excuses for late work.

Any assignment posted or turned in after the indicated due dates will be subjected to the following:

1 – 24 hours late loses 25% off the total earned grade.
24 – 48 hours additional 25% off (50% off the total earned grade.)
48 – 72 hours additional 25% off (75% off the total earned grade.)
72 – 96 hours additional 25% off (100% off the total earned grade.)

Assignments will NOT be accepted after the fourth day of the due date.

THE FINAL PROJECT WILL NOT BE ACCEPTED AFTER THE DUE DATE. Therefore, let me know immediately if you are concerned that you will not meet the project deadline. We will work together to see what can be done to help you complete the project on time.

CLASSROOM & LAB POLICIES

It is our shared responsibility to develop and maintain a positive learning environment for everyone. Your instructor takes this responsibility very seriously and will inform members of the class if their behavior makes it difficult for him/her to carry out this task. As a fellow learner, you are asked to respect the learning needs of your classmates and assist your instructor achieve this critical goal.

- Students are responsible for adhering to all guidelines, procedures and requirements indicated in assignments and project handouts for the course.
- Information covered in class will not be repeated for students who are tardy or absent. Students are responsible on getting lectures and assignments missed from other students.
- The student must complete all assignments and projects. Any work completed with the help of external sources such as lab technicians or past students/relatives etc. will result in a zero grade. Details will be given in each project or assignment.
- Assignment/Project content or theme must NOT contain any inappropriate or offensive material (language, text, images, or multimedia) that relates to any sexual, religious or political orientation.
- References and credits (such as images, text information, media files, etc.) used must be documented in each assignment/project where applicable.
- Work turned in past the dateline will receive a lowered letter grade or possibly an F.
- Assignments are to be saved on External disks. You may leave your files on the server or class computers. The department will not be responsible for any deleted files.
- Student must either call or email the instructor if they cannot make it for class.
- No software, hardware, or manuals may be removed from the lab. Software and manuals may not be copied. Lab rules are to be strictly followed. Failure to comply with these rules will mean expulsion from both class and lab.
- ALL mobile devices should be switched to silent mode. If you need to take a call, please leave the classroom without disrupting your instructor or classmates.

HCC POLICY STATEMENTS

To access Student Services Policies, visit:
http://www.hccs.edu/district/about-us/procedures/student-rights-policies--procedures

STUDENT HANDBOOK

To access an electronic copy of the Student Handbook, visit:
http://www.hccs.edu/district/students/student-handbook

PERSONAL ETHICS, HONOR, AND INTEGRITY

Students should conduct themselves with honor and integrity in fulfilling course requirements. Penalties and/or disciplinary proceedings may be initiated by college officials against a student who is accused of scholastic dishonesty. Scholastic dishonesty includes, but is not limited to, cheating, plagiarism, and collusion.

Cheating

Cheating includes:

- Copying from another student's test paper;
- Using materials during a test that are not authorized by the person giving the test;
- Collaborating with another student during a test without authority;
- Knowingly using, buying, selling, stealing, transporting, or soliciting in whole or part the contents of a non-administered test;
- Bribing another person to obtain a test that is to be administered

Plagiarism

Plagiarism means the appropriation of anther's work and the unacknowledged incorporation of that work in one's own written work offered for credit.

Collusion

Collusion means the unauthorized collaboration with another person in preparing written work offered for credit on any type of graded work.

WITHDRAWALS

Students may withdraw from courses prior to the deadline established by the institution. Before withdrawing from a course, students should meet with the instructor to discuss the decision. There are services available to students you may be referred to assist in completion and success in the course.

Deadlines to withdraw are listed on the HCC website. Be sure you adhere to the rules and deadlines in order to receive a 'W' otherwise a grade of 'F' will be given in the course by the instructor.

Students should take care in dropping a course, as the third or future attempt to retake a course will result in a higher rate of tuition at HCC.

Do not submit a request to discuss withdrawal options less than "3" days before the deadline.

FALL 2016 COURSE CALENDAR

This is a tentative outline of class activities for the semester. This calendar is subject to change. You will be made aware of any changes to our schedule both in class and online in the learning management system, Eagle Online. Complete instructions for all assignments will be posted in Eagle Online.

Week 1: Course Introduction & Photoshop Workspace (August 23rd)

Topics	*Assignments*
- Course Introduction	- Introductory Forum
- Photoshop Workspace	- Profile Photograph for Eagle Online
	- Classroom in a Book Lesson 1

Weeks 2-3: Compositing (August 30th and September 6th)

Topics	*Assignments*
- Vector and Raster Images	- In Class Activity: Sky Above
- Shape Tool	- Design Challenge: Geometric Collage
- Selections	- Classroom in a Book Lessons 3-4
- Layers	

Weeks 4-5: Image Corrections & Editing (September 13th and 20th)

Topics	*Assignments*
- Basic Photo Corrections	- Class Activity: Photo Manipulations
- Adjustment Layers	- Design Challenge: Selective Colorization
- Scanning	- Classroom in a Book Lessons 2 and 5

Weeks 6-7: Advanced Compositing (September 27th and October 4th)

Topics	*Assignments*
- Blending Modes	- Design Challenge: Double Exposure Portrait
- Masking	- Midterm Project Draft
- Channels	- Classroom in a Book Lessons 6-7
- Typography	

Weeks 8-9: Midterm Project–Packaging Design (October 11th and 18th)

Topics	*Assignments*
- Midterm Project Draft Critiques	- Classroom in a Book Lesson 14
- Midterm Project Q&A	- Midterm Project: Packaging Design
	- Midterm Quiz

Weeks 10-11: Makerspace (October 25th and November 1st)

Topics	*Assignments*
- Posterization	- Design Challenge: Make Your Own T-Shirt
- Makerspace	- Class Activity: Modeling for 3D Printing
- Vinyl cutting	- Classroom in a Book Lessons 9 and 15
- 3D printing	

Weeks 12-13: Motion (November 8th & 15th)

Topics	*Assignments*
- Visual Communication	- Class Activity: Timeline
- Digital Storytelling	- Design Challenge: Short Animation
- Storyboarding	- Final Project Proposal & Storyboard
- Motion Workspace in Photoshop	- Classroom in a Book Lesson 11

Weeks 14-15: Final Project–Visual Narrative (November 22nd & 29th)

Topics	*Assignments*
- Final Project Proposal	- Final Project Rough Cut
- Storyboard Critiques	
- Final Project Q&A	

Week 16: Final Project Presentations (December 6th)

Individual Final Project Presentations and Submission of Final Project Assets