

ART 1070 Electronic Imaging

Fall 2008

MW 12:20 2:20

Professor Barry Jones

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Class Site: barryjones.edublogs.org

Office Hours: 8:30 am 9:30 am

Course Description

The use of MacIntosh hardware and software as a visual art tool.

Electronic Imaging is a required course for art majors taking the foundations sequence of classes. No prerequisite is required. This foundation class introduces art majors to the Macintosh computer platform as a visual arts, writing, and organizational tool. By completing lab and reading assignments as well as attending lectures and demonstrations students will acquire working knowledge of Macintosh hardware operations and software applications.

Required Text

Adobe Photoshop CS3 : Classroom in a Book, Adobe Press

Course Objectives

By the end of this course, you will have...

- developed skills, concepts and processes related to basic digital media production.
- learned specific techniques and craft skills that will allow you to effectively and articulately communicate and express yourself as an artist or designer.
- expanded your awareness of a broad range of art and design forms and practices while discovering new personal interests and directions in art and design.
- acquired a body of knowledge and hands-on experience that will form a strong foundation for success in other digital media courses.
- learned ways of engaging the creative process on your own.
- practiced! Accomplishment in art and design, as in music and athletics, requires practice, discipline, patience, repetition, innovation, and experimentation.
- explored ways in which digital media are--and are not--unique in their nature as art and design production tools and as stand-alone media.

Course Requirements

All students must have an Austin Peay State University student e-mail account and check it often. It will be an important part of our communication during the semester.

All studio problems will be posted on the class website: barryjones.edublogs.org. Check this site often, as you will not receive printed copies of your studio problems. The problem specifics, as well as examples and links will be posted on the site.

I believe that attaining skills with software can easily be done with manuals and on-line tutorials. There is a required software manual for this course and we will systematically go over every exercise in it together. I will also show you how to find answers to your technical questions on the internet. The software that we use this semester will dramatically change in the near future, so it is important that you learn to teach yourself how to use it. Before I will answer any of your technical questions, you will be required to show me three places that you looked to find the answer. The difficult part of this course will not be learning the software, but developing interesting ideas and communicating them effectively. I would prefer to focus our time together on that task.

There will be several graded studio problems during the semester. You are required to complete all of them. We will have a progress critique for each studio problem. You must have your completed work in the studio on the progress critique dates, which will be announced when each problem is given. During the progress critique, the class will discuss your work as if it were completed; so the work must be completed at this point. Your grade for the problem will not be determined at this time, you will be given a week to address the suggestions of your colleagues before submitting your project for a grade. You cannot possibly do well without the class's feedback, so attendance is mandatory. Unexcused absences from critiques will result in your project grade being lowered one full grade (10 pts).

The majority of class time will be spent working on studio problems. There will be times when several problems will be in progress simultaneously. Even though we will be working during class expect to spend several hours a week working outside of class.

You will be required to complete a research presentation on a contemporary artist. You will be assigned an artist. You will present your research to your classmates by creating a Power Point presentation.

You are required to keep a journal/sketchbook. In general, it is best to have worked out your project ideas on paper before beginning work on the computer. This is a visual art course; often we will need to communicate to each visually through sketches and diagrams. Your sketchbook is also a useful place to keep your class notes.

You are required to actively participate in all group discussions and critiques.

Attendance

The classroom experience is a vital part of college education. Interaction with instructors and other students is an important element in the learning process. Students are responsible for the material covered or assigned during any absence.

Good attendance and punctuality are expected for this course and will strongly affect your grade. Only three (3) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade (10 pts). A total of seven absences, excused or unexcused, will result in you receiving a grade of "F" for the course. Excused absences include religious holidays, a verifiable death in the immediate family or doctor's note.

Students should come to class on time and stay for the entire scheduled class. Arriving late or leaving early three times will be counted as an absence. You are responsible for the material missed when you are tardy, and please do not disturb the class.

Evaluation

Each project is graded on a 100-point scale. Each project will be awarded one grade.

90 - 100 = A

80 - 89 = B

70 - 79 = C

60 - 69 = D

59 and below = F

Final Grade

Studio Problems 90%

Presentation 10%

Late Work

All student work must be turned in on time. An unexcused absence from a critique will result in your project grade being reduced one full letter grade (10 poi). Late work will be reduced one full letter grade (10 pts) for every class late. It is your responsibility to turn your work in on time, and to catch up when you are absent from class.

Plagiarism

Plagiarism, which is the use as one's own of material originated by others, will not be tolerated. Frequent examples include: failure to document properly a paraphrase or quote; buying or selling a paper; and permitting someone else to create work which one submits as his/her own. Plagiarism, as well as any other form of cheating, will be result in a grade of "0" on the paper, quiz, or studio problem. More than one instance of plagiarism will result in failure of the course.

Materials List

- several cd-r discs
- usb flash drive (at least 256 mb)
- White Illustration or Mount Board
- sketchbook

Disability Policy

Any student who has a disability that may affect his/her academic performance is encouraged to make an appointment with me to discuss this matter, or you may contact Disability Services; Telephone 221-6230; voice 221-6278; voice tty.

Policy on Minors

Minors (any non-student under that age of 18) accompanying staff, faculty, students, or visitors on campus are not permitted in the classroom.

Mid-Term Grades

A mid-term grade shall be awarded for all students in this course. The grade awarded may not necessarily be based on 50% of the course requirements and may or may not differ from the final grade. Your mid-term grade will be posted on AP Web.

Academic and Classroom Misconduct

Students are expected to conduct themselves appropriately at all times. Academic and classroom misconduct will not be tolerated. Students must read the "Code of Student Conduct" in the new Student Handbook for the understanding of what will be expected of them within the academic setting.

The above schedule and procedures are subject to change in the event of extenuating circumstances.

Electronic