Reading
Photoshop CC


Illustrator CC

Overview
This course allows students to utilize computer graphics and digital technology to create and develop fine and contemporary art content via the Macintosh platform. Students will generate and manipulate various image types including vector graphics and digital photomontages and explore bitmap and vectors in-depth using Adobe Photoshop and Illustrator where applicable.

Prerequisites
ART 100 & ART 110.

Program Learning Outcomes:
1. Undergraduate students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
2. Undergraduate students will exhibit a high level of proficiency in the use of materials, techniques and media.
3. Undergraduate students will demonstrate understanding of contemporary art issues through exploration of synthesis of content, problem solving and creativity.
4. Undergraduate students will define and state knowledge of Art Historical precedents.

Course Objectives
At the conclusion of this course, students will be able to understand and describe terminology related to computer and digital graphics. Students will be able to understand the key concepts that differentiate bitmap and vectors. Students will gain a better understanding of image types and editing in the appropriate software, Adobe Photoshop, and Illustrator, and learn how to use them efficiently.
By the end of this class you should be able to:

• Utilize and be familiar in Adobe Photoshop and Illustrator CC.
• Understand and use Mac operating systems on Macintosh (Apple) computers.
• Distinguish and understand the difference between bitmaps and vector formats.
• Develop the ability to approach artistic ideas and articulate decisions made in your work in a critique session, while identifying the key art elements utilized.
• Understand and develop the ability to capture visual data using digital scanners and cameras provided through the digital lab.
• Make use of various methods and considerations for outputting digital into physical formats such as printing.
• Solve both technical and conceptual problems.
• Organize and practice proper file management.
• Present work in a professional manner.

Methods / Materials
This course will consist of lectures, readings, discussions, demos, videos, hands-on projects, and critiques.

Personal Materials:
Required: Removable USB Storage Device (Recommend at least 32 GBs), Sketchpad and pencils.
Optional: Digital camera

Grading
Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 3 averages:
Average of 6 Projects 60%
Assignments and Quizzes 20%
Average of Attendance, Guidance/Participation 20%

Evaluation of Projects
All projects are due at the start of class and will be evaluated based upon the following criteria:

All projects will be evaluated based upon the following criteria:
• Completion of Projects: All projects will be given to you in writing and will include instructions for completion, dimension requirements, mounting (if requested) and presentation requirements.
• Delivery of Works: All projects will contain mini assignments. All assignments and project milestones are expected to be completed and ready for presentation.
These milestones and assignments are created so that you can complete and meet project objectives in a timely manner.

- **Participation in Critique:** In each project you will be expected to give and receive critique.

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers, is subject to receive a failing grade. Please refer and read the SFASU’s student academic integrity policy below for more information on plagiarism.

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### Academic Integrity

Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

#### Definition of Academic Dishonesty

Academic dishonesty includes both cheating and plagiarism. Cheating includes, but is not limited to:

1. using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class;
2. falsification or invention of any information, including citations, on an assignment; and/or
3. helping or attempting to help another in an act of cheating or plagiarism.

Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism include, but are not limited to:

1. submitting an assignment as if it were one’s own work when, in fact, it is at least partly the work of another;
2. submitting a work that has been purchased or otherwise obtained from the Internet or another source; and
3. incorporating the words or ideas of an author into one’s paper or presentation without giving the author due credit.

Please read the complete policy and the appeals process at:

http://www.sfasu.edu/policies/academic_integrity.asp
http://www.sfasu.edu/policies/academic_appeals_students.asp

### Withheld Grades Semester Grades Policy (A-54)

At the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future semesters, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.
Evaluation Rubric
I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following whole letter grading scale/system:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
<th>Comment</th>
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<tbody>
<tr>
<td>A</td>
<td>90–100%</td>
<td>Absolutely no doubt of superior performance, effort, teamwork and accomplishment (clear evidence of talent, imagination and commitment).</td>
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<tr>
<td>B</td>
<td>80–89%</td>
<td>Good work with consistent effort and participation.</td>
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<tr>
<td>C</td>
<td>70–79%</td>
<td>Completion of assignment with average quality and participation.</td>
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<tr>
<td>D</td>
<td>60–69%</td>
<td>Poor work and/or effort.</td>
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<tr>
<td>F</td>
<td>0–59%</td>
<td>Late or very poor quality work or missing the critique.</td>
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Attendance/ Participation/ Behavior
I will take attendance at the beginning of every class. It will contribute to 20% of your grade. There is a direct correlation between attendance and success in this class. If you are sick or have to miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed. Students CANNOT miss critiques. If you miss a critique with an unexcused absence, you will be given a zero for that project. Please respect your classmates.

Attendance will be assessed as follows:
4 absences = final course grade is dropped one full letter grade;
5 absences = final course grade is dropped two full letter grades;
6 absences = final course grade is dropped three full letter grades;
7 absences = Fail
3 tardies = 1 absence.
Please note: If you are absent for a critique you automatically receive a ‘F’ for that particular project. If you are absent for the final critique you automatically receive a ‘F’ as your final grade for the class.

Cell phones and tablets are not permitted unless needed for a particular assignment. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Students with Disabilities
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325. 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/
**Deadlines**
Projects and assignments are due at the start of class. Any student will be allowed to revise any project for a higher grade. The original project must be turned in along with the revised project for review. Students who bring a particular project in late will not be allowed to revise that specific project.

**Course Evaluations**
Near the conclusion of each semester, students in the School of Art electronically evaluate courses taken within the COFA. As you evaluate this course, please be thoughtful, thorough, and accurate in completing the evaluation. Please know that the COFA faculty is committed to excellence in teaching and continued improvement. Therefore, your response is critical!

In the School of Art, the course evaluation process has been simplified and is completed electronically through MySFA. Although the instructor will be able to view the names of students who complete the survey, all ratings and comments are confidential and anonymous, and will not be available to the instructor until after final grades are posted.

**Projects**

**Beginning Digital Media Calendar (Subject to Change)**

| Week 1   | 8/27          | Syllabus Review: Syllabus review, explore mac computer and introduction to assignment #1.  
Assignment 1: Collect 4 scannable objects that interest you. (Please carry your portable USB devices for next class)  
8/29      | Lecture and Demo: Getting familiar with Photoshop  
Overview on the uses of Photoshop for design. Using tools, layers, filters and adjustment layers within Photoshop will be studied. Understanding Bitmaps, Resolutions, DPI, Web and Print Output and quick shortcuts will also be covered.  
Assignment 1: Scan objects at scanner stations.  
Week 2   | 9/3 Labor Day | No classes  
9/5      | Work Day for Project 1 |
| Week 3 | 9/10 | **Critique: Project 1 due**  
Note: All projects should be on the professor’s station before the start of class. Any projects placed after the start of class will be considered late.  

**Project 2: Seeing Through the Oxymoron** - Create visually an oxymoron.  

**Assignment 2**: Find images for your chosen oxymoron.  

| 9/12 | **Learning Editing Techniques: Masking, Selections and Image editing, Blending Modes and using Brushes**  
Work Day for Project 2 |
| Week 4 | 9/17 | Work Day for Project 2 |
| 9/19 | Work Day for Project 2 |
| Week 5 | 9/24 | **Critique: Project 2 due**  
Note: All projects should be on the professor’s station before the start of class. Any projects placed after the start of class will be considered late.  

| 9/26 | **Quiz 1: Photoshop** |
| Week 6 | 10/1 | **Lecture and Demo: Getting familiar with Illustrator** - Overview on the uses of Illustrator in design. Using the general tools (with special focus on the pen, pencil and mesh tools), layers and pathfinder tools within Illustrator will be studied. Understanding vectors, creating a mask, paths and quick shortcuts will also be covered.  

| 10/3 | **In-class Assignment 3**: Creating a design utilizing the pen tool. |
| Week 7 | 10/8 | **Project 3: Stylizing Words** - Creating vectors using the pen and pencil tools in Illustrator.  
Work Day for Project 3 |
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Activity</th>
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<tr>
<td>10/10</td>
<td></td>
<td>Work Day for Project 3</td>
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| Week 8 | 10/15  | Critique: Project 3 Due  
Note: All projects should be on the professor's station before the start of class. Any projects placed after the start of class will be considered late.  
In-class Assignment 4: Take a self portrait on a white background. |
|        | 10/17  | Mid-semester  
Project 4: Creating a Low Poly Portrait - Create a low poly using vectors. |
| Week 9 | 10/22  | Work Day for Project 4                                                  |
|        | 10/24  | Work Day for Project 4                                                  |
| Week 10| 10/29  | Critique: Project 4 Due (Printed and Mounted)  
Note: All projects should be on the professor's station before the start of class. Any projects placed after the start of class will be considered late.  
Demo: Using the Mesh tool in Illustrator  
Assignment 5: Bring five semi-matte to shiny objects to class. |
|        | 10/31  | In-class Assignment 6: Take three images of different arrangements of your five objects.  
Project 5: Close Up and Personal with Vectors - Create a 3D image using gradient meshes. |
| Week 11| 11/5   | Work Day for Project 5                                                  |
|        | 11/7   | Work Day for Project 5                                                  |
| Week 12| 11/12  | Printing Demo  
Quiz 2: Illustrator  
Work Day for Project 4 |
<table>
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<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>11/14</td>
<td><strong>Critique: Project 4 Due (Printed and Mounted)</strong>&lt;br&gt;Note: All projects should be on the professor's station before the start of class. Any projects placed after the start of class will be considered late.</td>
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<td><strong>Final Project: Cinemagraphs</strong> - Create two cinemagraphs.</td>
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<td><strong>FP Milestone 1</strong>: Capture multiple footage that can be used for your two cinemagraphs.</td>
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<td>Week 13</td>
<td>11/19 Thanksgiving Break</td>
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<td>No classes</td>
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<tr>
<td></td>
<td>11/21 Thanksgiving Break</td>
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<tr>
<td></td>
<td>No classes</td>
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<tr>
<td>Week 14</td>
<td>11/26 <strong>Mid-Point Critique (FPM2)</strong>: Present your ideas and footage to use for your final pieces.</td>
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<td>11/28 Final Project Workday</td>
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<tr>
<td>Week 15</td>
<td>12/3 <strong>FP Milestone 3</strong>: Cinemagraph 1 completed.</td>
</tr>
</tbody>
</table>
|        | 12/5 **Quiz 3**: Comprehensive (Photoshop and Illustrator)  
|        | Final Project Workday                           |
| Finals Due | 12/10 **Final Critique**: Final project should be on the professor's station before the start of class. Any projects placed after the start of class will be considered late.  
|        | **A file containing all 6 projects and assignments is also due.** |
Important Dates:
8/30- Last Day to Register (both full-time and part-time students)
8/30- Last day to change Schedules
10/24- Last Day to Drop
10/24- Last Day to Withdraw without WP or WF
11/26- Last Day to Withdraw from the University

Personal Notes: