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**"To be creative is to lose one's fear of being wrong..." Joseph Chilton Pearce**

# PHOTOSHOP: DIGITAL VISUAL ART

**Course Description:** This course is an introduction to the use of the computer to produce artwork. It covers the function and application of vector (drawing) and raster (painting) graphics software. Topics such as resolution and scanning, color modes, file formats, printing and the preparation of images in various graphics programs are also included.

Class time will consist of lectures, demonstrations, and computer exercises. Lab time for assignments will also be scheduled. Homework will also be assigned as required.

**Academic Accommodation:** If you have a verified need for an academic accommodation or materials in alternate media (i.e. Braille, large print, electronic text, etc.) per the Americans with Disabilities Act (ASA) or Section 504 of the Rehabilitation Act, please contact me as soon as possible. In addition, it is your responsibility to contact the Disable Student Services Office at extension 3332 to request Academic Accommodation.

**Attendance Policy:** Class attendance is mandatory. Students are expected to arrive on time and leave only when class is dismissed. Any unexcused absences in excess of four for the entire semester will result in a lowered final grade. Three late arrivals to class will equal one unexcused absence. Three early departures from class will equal one unexcused absence. Information given in class will not be repeated on an individual basis. It is the student's responsibility to get each assignment and turn it in a timely manner. It is Board Policy that students who miss two or more weeks of class meetings before the 9th week of class can be dropped.

**Personal Electronics Policy:** Cell phones, Blackberries, iPods, MP3 players, headphones, and other similar electronic devices will be turned off and stored out of sight during class. Laptop computers with the sound turned off may be used for taking notes.

**Grading Policy:** You will be graded on how successfully you work in class, complete assignments, and contribute to the group discussions/critiques.
- 50% Assignments
- 25% In-class exercises
- 25% Class participation

Regular attendance, completion of all assignments, and other course requirements does not guarantee a passing grade. Completion of course work in a manner that is average will earn a "C" grade. Completion of course work in a manner that is above average will earn a "B" grade. Exceptional effort and/or work will equal an "A" grade. Late assignments will receive a lowered letter grade. Incomplete assignments will reduce your final grade.

**Requirements:**
- Class attendance. You computer skills will only improve with practice.
- Timely completion of assignments.
- Become familiar with computer terms since they will be used in class.
- Bring required materials to each class.
- Attendance at critiques is mandatory.
- Active participation in critiques and discussions.
- Enthusiasm and effort.
- Completion of assignments demonstrating successful use of various computer processes.
- Assignments must be displayed in a clean, professional manner (i.e. mounted on photo board).

**Recommended:** Visits to museums and galleries to view computer generated art. Extra credit will be given for a 1 page typed gallery report. Extra credit does not replace missed assignments but can make the difference between letter grades. Please see me for writing guidelines.

**Required Reading:**
- *Adobe Photoshop CS/Image Ready CS for the Web Hands on Training (H.O.T)*, Tanya Stapes, Peachpit Press, ISBN 0321228553.

**Materials List:**
- At least TWO re-writable CD-ROMs;
- Other materials as assigned.

**BRING ALL OF YOUR TEXTBOOK & SUPPLIES TO EVERY CLASS MEETING UNLESS INSTRUCTED OTHERWISE!**

Every **Tuesday** (or the first class meeting of the week), you will receive a packet outlining the learning goals and objectives for the week. This packet will include lecture topics, assignments, and other handouts as needed.

**EACH ASSIGNMENT HAS A DUE DATE THAT IS PRINTED ON THE ASSIGNMENT SHEET. IT IS THE STUDENT'S RESPONSIBILITY TO TURN IN ASSIGNMENTS IN A TIMELY MANNER. CRITIQUES WILL BE HELD WHEN ASSIGNMENTS ARE TURNED IN AND WILL BE NOTED ON THE LEARNING PACKETS.**

**BECAUSE DIGITAL VIDEO EDITING IS HELD AT THE SAME TIME AS THE PHOTOSHOP CLASS, WE WILL ALTERNATE LECTURE AND STUDIO TIME.**
- ON TUESDAYS, LECTURES, DEMONSTRATIONS, AND CRITIQUES WILL BE HELD FOR THE PHOTOSHOP CLASS.
- ON TUESDAYS, THE DIGITAL VIDEO EDITING CLASS WILL WORK ON IN-CLASS EXERCISES AND MEET TOGETHER AS A FILM CREW.
- ON THURSDAYS, LECTURES, DEMONSTRATIONS, AND CRITIQUES WILL HELD FOR THE DIGITAL VIDEO EDITING CLASS.
- ON THURSDAYS, THE PHOTOSHOP CLASS WILL WORK ON IN-CLASS EXERCISES AND ASSIGNMENTS.

**ATTENDANCE ON BOTH TUESDAYS AND THURSDAYS IS REQUIRED FOR BOTH CLASSES!**

**Each assignment will proceed with the same problem solving methods:**
- Lecture and demonstration on computer by instructor. Take notes.
- In-class exercises from the textbook.
- Research: This will be done outside regular class hours.
- Application of assignment. Completion of at least one finished digital photograph per assignment.

**Drop Deadline Date:** Student may withdraw from this course without a letter grade until the **ninth week** of the semester. After **Friday, September 16, 2005,** everyone in the class will receive a letter grade. Students who miss more than four class sessions prior to this date may be dropped from the course.

**The FINAL CRITIQUE will be held on Tuesday, December 13 at 1:00 PM. We will premier the video projects and Photoshop animations. Bring popcorn.**

**How to solve nebulous assignments:**

Art seems to be shrouded in a mystique that perpetuates the myth that is somehow glamorous or that it is a mysterious, creative process that a selected few have access to or information about. It is none of that. Creating art is a celebration and exploration of each individual's abilities, experiences, sensibilities, and values (what is important to that person). The process itself takes a coordination of the mind, eyes, heart, and hands.

Coordinating our minds, eyes, heart, and hands takes work and practice, just like any other activity. The initial part of the art process is to get beyond the fear we all have of failing. In art, there are no right or wrong answers, but rather, a continuum of ideas and the depiction of those ideas. For example, if fifty art students are given the same assignment, fifty different interpretations would be achieved, and all of theses interpretations would be valid.

Any form of creating involves fear, anxiety and resolution. Trust yourself, dive in. There will be a certain level of anxiety until you reach a solution that you like. This is perfectly normal. There will be a resolution. You will achieve your goal and come up with a wonderful solution. There is no magic. You must be willing to trust yourself. You must also be willing to do the necessary work to achieve your goal. Allow yourself to experience the full process.

**When given an assignment, use the following steps in your creative process:**
1. Definition: What is your assignment? What are the goals and objectives? Clarify this for yourself. Write you ideas down.
2. Research: This means looking at or searching for any information that may pertain to your specific problem. Go to the library, check our related books, periodicals, or magazines. Actively look at your environment. Read. Follow your interests and instincts.
3. Brainstorming (or how to banish fear from your life): This is what sketching and writing down your ideas is all about. There is no right or wrong. Trust yourself, your intuition, and get those ideas down on paper! If and when you reach a state of exhaustion, exhilaration, or frustration – stop and rest. Above all, trust yourself.
4. Selection: Search through what you have read, your notes, doodles, or sketches for the ideas that apply to the assignment. Select those ideas that you feel excited or passionate about.
5. Application: Now that you have chosen the ideas you believe will resolve the assignment, just do it.