ART 3604C: Computer Imaging 2
Monday/Wednesday 5:30-8:25pm, Rm. 260-A
Instructor: Christine Dehne
cdehne@uwf.edu, 474-2998
Office hours, Rm. 267:
Monday/Wednesday 1:00pm-2:30pm
Tuesday/Thursday 1:45pm–2:45pm
or by appointment

Course Description

This is an intermediate class in image manipulation with emphasis on Adobe Photoshop, Adobe Illustrator, Macromedia SoundEdit 16, and Apple iMovie. It is a class designed for photographers, photo-illustrators, artists, and others who are interested in learning how to manipulate photographic and computer created images into finished art pieces or as material to integrate into multimedia projects in the future. You will learn how to manipulate images and your viewer, how sound can manipulate the interpretation of an image, and how to manipulate your still images into a moving image.

Classes will involve group and individual discussions of work and readings, critiques, presentations of artists’ work by the instructor, and exercises to develop ideas and working processes.

Studio Work

Four projects must be completed by the due dates. Projects are due at the beginning of class on the day of critique. Make sure to have work ready to show by 5:30 pm on those days. Project work must be carried out thoughtfully, with care and attention given to the demands of your ideas. You must use your time well and be realistic in planning the material scale of your projects in relation to the time and money you can afford to spend on them. The instructor will help you to organize your time, materials, and working process.

Journal

Buy a blank book of a size that you will enjoy carrying with you everywhere. Use this journal/sketchbook for a few minutes everyday. Draw in it, write in it, collect and paste found pictures and text in it. Use these “notes” to help you develop ideas for your projects. Make a concerted effort to attend current exhibitions, local art events, and surf the web; Use your journal to record questions about and responses to these events. Always bring your journal with you to class meetings.

Materials

Students are responsible for purchasing a journal/sketchbook, film, processing film, props/objects, etc.
Recommended Reading

*Illustrator 9 for Windows and Macintosh Visual Quickstart Guide* by Elaine Weinmann and Peter Lourekas
*Adobe Photoshop 6.0 and Illustrator 9.0 Advanced Classroom in a Book* by Adobe

Attendance/Participation

Because much of the work for this course is carried out in scheduled class time (exercises, presentations, critiques, discussions), **prompt attendance at all classes is mandatory**. Do not schedule appointments, employment hours or holiday travel plans which will conflict with scheduled classes. *You are expected to be here during class, every class, for the entire class period. Participation and Attendance will affect your grade. DO NOT MISS CRITIQUE DAYS!*

Grading

Class participation and regular attendance are as important to your grade as the quality of your work. Your grade will also largely be an indication of how much of your own potential you have fulfilled over the course of the term. The semester grade will be determined by a combination of attendance, quality of work produced, participation in discussions and critiques, and individual achievement, growth and enthusiasm. *Late work will not be accepted.*

The scaled importance of each element is as follows:

- Project 1: 15%
- Project 2: 20%
- Project 3: 20%
- Project 4: 20%
- Attendance: 10%
- Participation: 10%
- Quality/Achievement: 5%

Please note: this is NOT a software course. If you are expecting to get an A because you master the programs, you will be disappointed. Students are expected to develop intellectual and creative skills around image manipulation/manipulative images, to produce engaging work, and to show individual development.
Assignment #1: Place (Photoshop)

Place is the organization of space for purposes which may be practical, psychological, spiritual, sociological, political, economic, or aesthetic. For the purposes of this project, investigate your attachment to a site or space that figures prominently in your everyday life. As part of your notation work, research the physical and historic facts associated with the site. Use this information to begin to frame your material and procedural decisions to “work” the site (by documenting it, embellishing it, revealing something concealed, or transforming it). The “place” you end up with may be actual, imagined, remembered, or a combination of all of these things.

Create several digital "photographs" and print them. I'm not going to give you a number of how many you need to turn in; your audience should get a good feeling for your place without any explanation from you.

Due date: Monday 9/16, 5:30pm

Assignment #2: Time (SoundEdit 16)

We organize time in “natural” ways (by seasons, bodily functions, the shifting quality of light). In “unconscious” ways (by memories and dreams), in “institutional” ways (by bus schedules, project deadlines, long queues at the bank), in “social” ways (by family vacations, formal dinners, awkward conversations), in “cultural” ways (a 4-minute pop tune, a 3-hour opera with 15-minute intermissions, a 100-minute ‘feature-length’ film). Time is discussed in economic terms by employers and in political terms by employees. Develop work that focuses on time as a medium, as a way of organizing your work process and ideas, and as subject matter.

This project will yield 3 different outcomes. Using SoundEdit16, create three soundtracks for your last project (or parts of it). This will turn your piece into a time-based project. Manipulate how your audience will view your Place project in time by paying attention to its installation. Manipulate us further by changing our understanding of the project with your audio pieces.

Due date: Wednesday 10/9, 5:30pm

Assignment #3: Place/Time (Illustrator)

Develop your investigations of Place and Time while adding text to the mix. Text is an extremely difficult device to use in art without having it seem extraneous or letting it take over. Use the manipulative devices of advertising and Illustrator, the tool of advertisers, to create a project that pushes text to extremes as you manipulate your audience into believing your concepts about Place and Time. Consider David Carson and his work on Beach Culture and Raygun magazines.

Due date: Wednesday 11/6, 5:30pm
**Assignment #4: Identity (iMovie, Photoshop, SoundEdit16)**

Identity speaks of our contact with the world, the private colliding with the public, locating our “selves” in our experiences with others. Investigate ways in which you personalize, or distance, or confuse, or give importance to the things you say. Picture the physical space between you and your viewers/listeners; is this space intimate or impersonal, ordered or chaotic, confessional, informative, shared or differentiated? Use “voice” (figuratively or literally) to enter this space in order to affirm, transform or rupture it.

Storyboard an interesting linear or non-linear story focusing on identity, keeping in mind lighting and sound. Photograph the story, manipulate the photos in Photoshop, take the photos into iMovie as stills, and create a “movie” out of those still images. Add audio that you have manipulated in SoundEdit 16.

Your final result should be no more than 3 minutes long and must be published as a QuickTime movie and viewable on a computer.

**Final due date: Monday 12/9, 5:30pm**
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<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>8/26</td>
<td>Course introduction, discuss assignment #1, Place lecture</td>
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<td>8/28</td>
<td>Refresher on Photoshop</td>
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<td>9/2</td>
<td>Labor Day – NO CLASS</td>
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<td>9/4</td>
<td>Lab for Assignment #1, individual meetings to review work in progress</td>
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<td>9/9</td>
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<td>9/11</td>
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<td>9/16</td>
<td>Assignment #1 due 5:30pm, critique</td>
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<td>9/18</td>
<td>Intro to SoundEdit 16, Intro to assignment #2, Time lecture</td>
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<td>Intro to iMovie, Intro to Assignment #4, Identity lecture, Sadie Benning video</td>
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