

COURSE SYLLABUS FORMAT
Southeast Missouri State University

Department of _____Art

Course No. AR324

Title of Course: Digital Art Photography

Revision: _____

New: _____X_____

I. CATALOG DESCRIPTION

This class is an introduction to the artistic, conceptual basics of digital photography. Students will develop an understanding of photography as creative and challenging art form and as art documentation.

3 credit Hours

II. PREREQUISITE:

Students are to have familiarity with Adobe Photoshop in a Macintosh or Windows environment and have completed the foundation art courses, which are AR100, AR104, AR106, AR150, AR201, or have the consent of the instructor.

III. PURPOSE OR OBJECTIVES OF COURSE:

- A. To gain an understanding of Digital Photography as conceptual art media and its application in the fine arts.
- B. To gain an understanding of the basic skills needed to use a digital camera.
- C. To learn how to develop critical thinking and apply it to Photo and Digital images. The class will concentrate on guiding the student through the development of their artistic ideas and realizing them photographically.
- D. To learn how to set up and take pictures in a controlled studio environment.

IV. EXPECTATIONS OF STUDENTS:

Each student will be required to produce a finished, artistically unique portfolio of digital images by the end of the course. Assignments will be completed on the dates specified in class. Each day that assignments are late will lower their grade.

Students will keep a sketchbook as part of the class. This will be used on a daily basis to write, draw and to record their daily thoughts.

Students will be expected to complete all reading assignments.

Students are expected to adhere to the Art Department Studio Participation Policy.

V. Course Outline

1. Each student will read the manual for their cameras and will review the basic functions of the camera.	9 Hours
2. History of art Photography and Digital Imaging as art media.	9 Hours
3. Instruction on how to document art work with the digital camera and lighting techniques.	12 Hours
4. Develop an innovative series of black and white digital photos.	12 Hours
5. Create a conceptual book of digital photographs that tell a story.	15 Hours
6. Work on photos using Adobe PhotoShop.	12 Hours
7. Develop a body of photographs for a final artistically unique portfolio.	27 Hours
TOTAL	96 Hours

VI. Textbook/ Other Required Materials

Textbooks (Required)

(Rental).

Real World Digital Photography, Second Edition

Katrin Eismann, Sean Duggan, Tim Grey

Publisher: Peachpit Press; 2nd edition (November 1, 2003)

(Required purchase)

Photo Fakery: The History and Techniques of Photographic Deception and Manipulation

Publisher: Brassey's Inc. (August 1, 1999)

Textbooks (Recommended)

Manual for Adobe Photoshop available at bookstores.

Other Required Materials

Digital cameras of 4 Megabytes or better with memory cards of 500 megabytes to 1 gigabyte.

The Art Department will charge for each printed image made in the Computer Lab, Students will have to provide their own photo paper for printing.

VII. Basis for Student Evaluation:

- A. Adherence to the Department of Art Studio Participation Policy.**
- B. Evaluation will be based on finished project assignments and participation in a final critique. Late assignments will receive a grade letter lower for each class period that the project is late.** Participation in class is absolutely mandatory.
- C. The final portfolio is worth more than most other assignments due to the fact that it is the accumulated body of work of the semester's projects.

Grading Percentages:

Notebook:	5%
Participation:	10%
Project 1:	10%
Project 2:	10%
Project 3:	10%
Project 4:	10%
Project 5:	45%

Total: 100%

- D. Final, End of the Term Critique - Absence at the critique will result in failing the course. Students are to hold to academic honesty. Any images or assigned papers not created by the student will result in automatic failure of the assignment.