<table>
<thead>
<tr>
<th>Course Information</th>
<th>Instructor Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Imaging II ARTC 2305-33420</td>
<td>Bill Crawford</td>
</tr>
<tr>
<td>Spring 2016</td>
<td><a href="mailto:billcrawford@dccc.edu">billcrawford@dccc.edu</a></td>
</tr>
<tr>
<td>2305-33420</td>
<td></td>
</tr>
<tr>
<td>Internet</td>
<td>Office Hours – By appointment and Email</td>
</tr>
</tbody>
</table>

**Course Description**

Principles of digital image processing and electronic painting. Emphasis on bitmapped- or raster-based image marking and the creative aspects of electronic illustration for commercial and fine art applications. (2 Lec., 4 Lab.)

*Note: A minimum of 9 hours per week should be devoted to course material*

**Textbook**

Required:

  - ISBN-10: 0133795640

Recommended:

- Adobe Photoshop CC 2015 Classroom in a Book
- Adobe Photoshop CC 2014 Classroom in a Book

We will be using different text books depending on which version of the Adobe Suite or program you will be using. Currently we only support Adobe CC 2014 and 2015. In our labs we are using CC 2015 and our course materials are developed in CC 2014 so this is the main version we will be working with. You are more than welcome to use any of the above listed versions. Please purchase the correct book for the version you will be using.

<table>
<thead>
<tr>
<th>Course Prerequisites</th>
<th>Disclaimer</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>The instructor reserves the right to amend this syllabus as necessary.</td>
</tr>
</tbody>
</table>

**Course Information**

<table>
<thead>
<tr>
<th>Exams and Assignments</th>
<th>There will be textbook lessons, class projects, a midterm and one final project.</th>
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</thead>
<tbody>
<tr>
<td>How to turn in your work</td>
<td>All work must be turned in as a JPG/JPEG with your name, class number and the assignment number. You will turn in Textbook Lessons and Class Projects. These should look like BCrawford2305 lesson1a.jpg etc... To save your work as a jpg/jpeg navigate in Photoshop to File&gt;Save As (CTRL+SHIFT+S) and under Format choose JPEG(*.JPG, *.JPEG, *.JPE). This will default to the .jpg extension. This is fine. Having ICC profile and use lower case checked is fine. You can choose to save as a</td>
</tr>
<tr>
<td><strong>Academic Dishonesty (Computer Files)</strong></td>
<td>copy if you wish. (CTRL and CMD are the same. Use CTRL on a PC and CMD on an Apple) Make sure you remember that lessons and projects are different. Academic Dishonesty is not tolerated. All work turned in must be your own work. I cannot prove or disprove whether or not you have produced work. The textbook assignments would be easy to fake however the class projects cannot and will require the skills gained in the textbooks assignments. So this course has a built in academic dishonesty filter. We are in this for you to learn to use the software not to cheat the system!</td>
</tr>
<tr>
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</tr>
<tr>
<td><strong>Deadlines</strong></td>
<td>Deadlines must be met. Make sure you are aware of due dates for various assignments.</td>
</tr>
<tr>
<td><strong>What to expect</strong></td>
<td>The Computer Graphics Program endeavors to give its students both real world design and publishing training and fine art experience. This course uses both areas to move the student through the semester and achieve mastery of the software and course content. This allows students to gain portfolio ready pieces of art. The instructor is here to give you feedback on fine art and technical issues that are evident and give guidance to fix the issues or ideas about design principles. Students will receive a written critique of their works with observations and pointers.</td>
</tr>
<tr>
<td><strong>What is expected</strong></td>
<td>Every student is expected to read the chapters and handouts and turn in the assignments on time. Every student is also expected to learn and use technical and art skills. Students who are <strong>majors</strong> are expected to produce work on the level of a first year college art student. Students that are <strong>undecided or non majors</strong> are expected to do their best and produce work for their particular interest.</td>
</tr>
<tr>
<td><strong>Course Hours</strong></td>
<td>For maximum success in this course you should spend a <strong>minimum</strong> of 9 hours per week working on course material.</td>
</tr>
<tr>
<td><strong>How to contact</strong></td>
<td>The BEST way to contact me is through email. I check my email several times most days. If you have a question or concern email me at <a href="mailto:billcrawford@dcccd.edu">billcrawford@dcccd.edu</a> and I will respond as soon as possible. If it takes me a bit to get back with you then it probably was a question I needed to work through and send you jpgs of how to fix it. For other questions I will try to respond within 24-48 hours.</td>
</tr>
<tr>
<td><strong>Resources</strong></td>
<td>The blog for the program, <a href="#">CVC CG Blog</a>, has links to resources and additional information. In addition to this there are tutorials and inspirational artwork on the web in many places. The blog has some links but please utilize any resource during this course and after. Remember your work in this class is electronic and is not permanent so you can never make costly mistakes like in sculpture for instance. In downtimes search tutorials and artwork and assess how they produced the work or follow through a tutorial.</td>
</tr>
<tr>
<td><strong>Evaluation Procedures</strong></td>
<td>Students are graded most heavily on the end of semester work. The faculty knows that until a student learns the tools of a particular program they cannot use the program to effectively communicate ideas and create engaging art. For this reason grades are given during the semester as a progress grade.</td>
</tr>
<tr>
<td><strong>Grading Scale</strong></td>
<td>Your grade will be derived mostly from the textbook lessons and class projects. I will weigh the last work done more heavily as it should be better in regards to skills used and artistic ideas present. My grading scale is:</td>
</tr>
</tbody>
</table>
A - 1,800-2,000
B - 1,700-1,799
C - 1,400-1,699
D - 1,200-1,399
F - 0-1,199

All the forum posts combined are worth 100 points.
All the textbook lessons combined are worth 300 points.
All the class projects combined are worth 800 points.
The midterm project is worth 100 points.
The final project is worth 700 points.
Extra credit work is accepted and encouraged.
See the honors credit section for more details on this opportunity.

The textbook lessons are technical in nature and mostly void of original art ideas but very thorough in technical skills. For this reason the weight of the class projects are worth more. The textbook supports the work in this class and will give you the necessary training and skill sets to complete the class projects. The final is comprehensive in regards to art ideas, design techniques and technical skills. You will produce a series of work based on everything you have learned before and during this course.

<table>
<thead>
<tr>
<th>Week</th>
<th>Textbook Lessons</th>
<th>Class Projects</th>
<th>Discussion</th>
<th>Critique</th>
<th>Due Dates (Mondays by 11pm)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>Class Project 1</td>
<td>Forum/Assignment</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>Class Project 2</td>
<td>Forum Post &amp; Project 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Chapter 1</td>
<td></td>
<td>Project 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td>Class Project 3</td>
<td>Forum/Assignment</td>
<td>Chapter 1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Chapters 2 and 3</td>
<td></td>
<td>Forum Post &amp; Project 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Chapter 4</td>
<td>Class Project 4</td>
<td>Chapters 2 &amp; 3</td>
<td></td>
<td></td>
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<tr>
<td>7</td>
<td></td>
<td>Mid Term</td>
<td>Chapter 4 &amp; Project 4</td>
<td></td>
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</tr>
<tr>
<td>8</td>
<td>Chapter 5</td>
<td>Class Project 5</td>
<td>Forum/Assignment</td>
<td>Critique</td>
<td>Midterm</td>
</tr>
<tr>
<td>9</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>10</td>
<td>Chapter 6</td>
<td>Class Project 6</td>
<td>Forum/Assignment</td>
<td>Chapter 5, Forum Post &amp; Project 5</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Chapter 7</td>
<td>Class Project 7</td>
<td>Forum/Assignment</td>
<td>Chapter 6, Forum Post &amp; Project 6</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Chapter 8</td>
<td></td>
<td>Forum/Assignment</td>
<td>Chapter 7, Forum Post &amp; Project 7</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Chapter 9</td>
<td>Class Project 8</td>
<td>Forum/Assignment</td>
<td>Chapter 8, Forum Post</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Chapter 13</td>
<td></td>
<td>Forum/Assignment</td>
<td>Chapter 9, Forum Post &amp; Project 8</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td></td>
<td>Final</td>
<td>Chapter 13 &amp; Forum Post</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td>Critique</td>
<td>Final</td>
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</tbody>
</table>

**General Information**

| Texas Core Objectives for Student Learning | Students will develop the essential knowledge and skills they need to be successful in college, in a career, in their communities, and in life. In this course, the |
1. **Critical Thinking Skills** - to include creative thinking, innovation, inquiry, and analysis, evaluation and synthesis of information

2. **Communication Skills** - to include effective development, interpretation and expression of ideas through written, oral and visual communication

3. **Technical Skills** - to include the ability to effectively use the software and techniques to express art ideas through technical skill sets

4. **Fine Art Skills** - to include fine art history, principles, ideas and design motifs

5. **Empirical and Quantitative Skills** - to include the manipulation and analysis of numerical data or observable facts resulting in informed conclusions

6. **Teamwork** - to include the ability to consider different points of view and to work effectively with others to support a shared purpose or goal

7. **Personal Responsibility** - to include the ability to connect choices, actions and consequences to ethical decision-making

8. **Social Responsibility**: to include intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national, and global communities

| Student Learning Outcomes | 1. Students should be able to apply fine art design techniques to solve design problems regarding form and design using many computer graphics software packages.  
2. Students will discern market strategies, then design and produce several pieces of work for their portfolios for different industries.  
3. Students produce a portfolio using multiple computer graphics programs to present for a typical entry level position in the game, animation, print and web industries. |
|----------------------------|--------------------------------------------------|

| Stop Before you Drop | For students who enrolled in college level courses for the first time in the fall of 2007, Texas Education Code 51.907 limits the number of courses a student may drop.  
You may drop no more than six courses during your entire undergraduate career unless the drop qualifies as an exception. Your campus counseling/advising center will give your more information on the allowable exceptions.  
Remember that once you have accumulated six non-exempt drops, you cannot drop any other courses with a “W”. Therefore, please exercise caution when dropping courses in any Texas public institution of higher learning, including all seven of the Dallas County Community Colleges. For more information, you may access: [http://www.dcccd.edu/Why/Reg/Registration/Pages/default.aspx](http://www.dcccd.edu/Why/Reg/Registration/Pages/default.aspx) |
|----------------------|--------------------------------------------------|

| Withdrawal Policy April 14, 2016 | If you are unable to complete this course, it is your responsibility to withdraw formally. The withdrawal request must be received in the Registrar’s Office by April 14, 2016. Failure to do so will result in your receiving a performance grade, usually an “F.” If you drop a class or withdraw from the college before the official drop/withdrawal deadline, you will receive a “W” (Withdraw) in each class dropped. See institutional policies for additional information on withdrawals. |
### Attendance Policy
All students are required to attend class regularly and on time. Class attendance is crucial because we will be covering a tremendous amount of procedures, practices and concepts. If you fail to attend class your grade may be lowered based on the amount of absences. If you miss more than four class meetings you may have your grade lowered at the discretion of the instructor/professor. If you are unable to complete a course in which you are registered, it is your responsibility to withdraw from the course by the appropriate date. If you fail to withdraw, you will receive a performance grade, usually an “F”.

### Emergency Closings
N/A

### Classroom Policies
N/A

### Important Dates
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>January 20 (W)</td>
<td>Classes Begin</td>
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<tr>
<td>February 2 (T)</td>
<td>12th Class Day</td>
</tr>
<tr>
<td>March 14-18 (M-F)</td>
<td>Spring Break</td>
</tr>
<tr>
<td>March 25 (F)</td>
<td>Holiday</td>
</tr>
<tr>
<td>April 14 (R)</td>
<td>Last Day to Withdraw</td>
</tr>
<tr>
<td>May 9-12 (M-R)</td>
<td>Final Exams</td>
</tr>
<tr>
<td>May 12 (R)</td>
<td>Semester Ends</td>
</tr>
</tbody>
</table>

### QUALITY ENHANCEMENT PLAN
Cedar Valley College's Quality Enhancement Plan is designed to improve student learning in mathematics. Read more about our QEP at: [http://www.cedarvalleycollege.edu/QEP/default.aspx](http://www.cedarvalleycollege.edu/QEP/default.aspx)

### Academic Advising
Academic Advising is a collaborative educational process whereby students and their advisors are partners in meeting the students’ academic, personal, and career goals. This partnership is a process that is built over the student’s entire educational career at Cedar Valley College.

Educational planning is available to all students. First time in college students must meet with academic advisors prior to enrolling in classes; however, continuing students may choose to see faculty advisors, faculty counselors, and/or program coordinators after classes begin. All parties have clear responsibilities for ensuring a successful partnership. For more information, you may access: [https://www.cedarvalleycollege.edu/FutureStudents/StudentServices/AcademicAdvising/Pictures/AdvisingSyllabus.pdf](https://www.cedarvalleycollege.edu/FutureStudents/StudentServices/AcademicAdvising/Pictures/AdvisingSyllabus.pdf)

### Academic Honesty
Academic honesty is expected, and integrity is valued in the Dallas County
Community Colleges. Scholastic dishonesty is a violation of the Code of Student Conduct. Scholastic dishonesty includes, but is not limited to, cheating on a test, plagiarism, and collusion.

<table>
<thead>
<tr>
<th>ADA Statement</th>
<th>If you are a student with a disability and/or special needs who requires accommodations, please contact the college Disability Services Office at 972-860-8119.</th>
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</thead>
<tbody>
<tr>
<td>Emergency Alert</td>
<td>Sign up for DCCCD Emergency Alerts to receive a text-message, e-mail and/or phone call when there is an unscheduled evacuation or closure of a DCCCD campus or office because of weather closures, utility outages, police or other emergencies. Subscribing is free, but standard text message charges from your cell phone provider will apply. Please refer to: <a href="http://www.dcccd.edu/SS/OnlineSvs/EmergAlerts/Pages/default.aspx">http://www.dcccd.edu/SS/OnlineSvs/EmergAlerts/Pages/default.aspx</a></td>
</tr>
<tr>
<td>Financial Aid</td>
<td>Students who are receiving any form of financial aid should check with the Financial Aid Office prior to withdrawing from classes. Withdrawals may affect your eligibility to receive further aid and could cause you to be in a position of repayment for the current semester. Students who fail to attend or participate after the drop date are also subject to this policy.</td>
</tr>
<tr>
<td>Health Center Services</td>
<td>Basic first aid for minor cuts, scrapes, insect stings, and heat, etc.</td>
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<tr>
<td></td>
<td>• Over-the-counter medications for headaches, fever, seasonal allergies, and colds</td>
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<tr>
<td></td>
<td>• Over-the-counter medications for mild allergic reactions</td>
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<td>• Emergency sanitary pads</td>
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<td></td>
<td>• Blood Pressure check</td>
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<td>• Coordination with outside health agencies such as Carter Blood Care; Dallas County Health Dept. (HIV/STD testing--free, twice a semester); UT Southwestern mobile mammography; Immunizations once a month for children &lt;19 y.o. from the DCDHHS; Agape Massage; and Employee Wellness Screening</td>
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<td>• Rest area for stress relief, migraine headaches, post seizure activity</td>
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<td></td>
<td>• AED (Automatic External Defibrillator) for CPR</td>
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<td></td>
<td>• Student Health101, e-magazine <a href="http://readsh101.com/go2cedarvalleycollege.html">http://readsh101.com/go2cedarvalleycollege.html</a></td>
</tr>
<tr>
<td></td>
<td>• Confidential &quot;talks&quot;</td>
</tr>
<tr>
<td></td>
<td>Assists with health related club activities when asked and time permits</td>
</tr>
<tr>
<td>Honors Credit Availability (if applicable)</td>
<td>You can earn Honors Credit in this course that will show the completion of an Honors Course on your transcript. Honors credit is important in transfer evaluation for graduation with both Associates and Bachelor degrees with honors. To gain Honors credit for this course you will need to:</td>
</tr>
<tr>
<td></td>
<td>1. Demonstrate advanced writing skills through synthesis and original thought in expanded writing projects, research papers, and critical essays. This will entail a minimum of ten pages of writing. You will be asked to read primary sources readings besides the textbook</td>
</tr>
<tr>
<td></td>
<td>2. Participate in an outside class activity by attending a lecture, exhibit or program outside of the class activities</td>
</tr>
</tbody>
</table>
| | 3. You will practice your oral presentation skills with a 10-minute presentation to
<table>
<thead>
<tr>
<th><strong>the class about a topic that you have researched</strong></th>
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</thead>
<tbody>
<tr>
<td>To qualify for Honors credit, you must sign an Honors Contract at the beginning of the semester. Meet with me to design your program and complete the contract form by (Insert appropriate dates for current semester) in order to meet the (Insert appropriate dates for current semester) deadline for submission of Honors Contracts for approval. Finally, you must earn an A or B in the course in order to receive Honors Credit.</td>
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<thead>
<tr>
<th><strong>Religious Holidays</strong></th>
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</thead>
<tbody>
<tr>
<td>Absences for observance of a religious holy day are excused. A student whose absence is excused to observe a religious holy day is allowed to take a make-up examination or complete an assignment within a reasonable time after the absence.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Repeating this Course</strong></th>
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</thead>
<tbody>
<tr>
<td>Effective for Fall Semester 2005, the Dallas County Community Colleges will charge additional tuition to students registering the third or subsequent time for a course. This class <em>may not</em> be repeated for the third or subsequent time without paying the additional tuition. Third attempts include courses taken at any of the Dallas County Community Colleges since the fall 2002 semester. More information is available at: <a href="http://www.dcccd.edu/PC/Cost/3rdCrseAttmpt/Pages/default.aspx">http://www.dcccd.edu/PC/Cost/3rdCrseAttmpt/Pages/default.aspx</a></td>
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</tbody>
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<thead>
<tr>
<th><strong>Student Code of Conduct</strong></th>
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<tbody>
<tr>
<td>As a college student, you are considered a responsible adult. Your enrollment indicates acceptance of the DCCCD Code of Student Conduct published in the DCCCD Catalog. More information is available at: <a href="http://www.dcccd.edu/PC/Cost/3rdCrseAttmpt/Pages/default.aspx">Student Code of Conduct</a></td>
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<thead>
<tr>
<th><strong>Lab Hours and Tutoring</strong></th>
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<tbody>
<tr>
<td>The Computer Graphics lab in E223 will be open for students to come in and work on projects. The SRC in A building also has many of the programs we use. Students are encouraged to make use of these facilities to fulfill the required two hours outside of class lab time. The faculty and lab assistant are here to help you work on your projects. There are also tutorials available to learn the skill sets needed to complete assignments.</td>
</tr>
</tbody>
</table>