

# CGVC 120 - Digital Imaging FA08

Fall 2008 · Catonsville Q 209

Instructor : Dawn Mercurio

Office Hours : CAT, Building W, 2nd floor, PR  
Wed.. 5 - 6 p.m.  
or by appointment

Email : [dmercurio@ccbcmd.edu](mailto:dmercurio@ccbcmd.edu) (correspondence only)

Email : [dawnmercurio@gmail.com](mailto:dawnmercurio@gmail.com) (correspondence/files)

web: [student.ccbcmd.edu/~dmercuri](http://student.ccbcmd.edu/~dmercuri)

Phone : 410-455-4439

Class hours : wed., 6 - 10 p.m.

## :: Course Description

Digital Imaging I is an intermediate level course for photographers and designers that teaches the skills required for creating, manipulating, and publishing digital images for both print and interactive media. Students will work with image editing/creation software, such as Adobe Photoshop®, and vector/draw programs, such as Adobe Illustrator®, as they learn the technical and creative processes concerning image resolution, color modes, image correction, image compositing, and image manipulation. The variety of digital file formats currently available and their appropriate use for both screen and print media is covered. The effective use of image capture hardware and Photo CD is explored.

3 credits: 2 lecture hours and 2 laboratory hours per week. Pre-requisites: CGVC 101, CGVC 102

## :: Course Objectives

Upon successful completion of the course the student should be able to:

1. Alter contrast, color, and resolution of electronic image files
2. Make local corrections using selection tools
3. Identify and create commonly used image file formats/file types
4. Apply filters and special effects to images
5. Assemble and selectively mask layers in digital images
6. Scan existing photographs/art and convert, alter and store them in various file formats.
7. Resize, combine and import images from Postscript applications
8. Acquire and utilize stock photography imagery from the internet and removable media
9. Understand the basics of the copyright laws regarding the use of stock imagery
10. Compress and store large files on removable media.
11. Perform complex image editing/manipulation operations on electronic photographic files.
12. Understand light direction and quality in image creation/manipulation
13. Understand and use color effectively in image creation/manipulation
14. Understand and use spatial techniques in image creation/manipulation
15. Produce electronic files that are calibrated for optimum output quality
16. Optimize images for screen/Web publication using appropriate file formats

## :: Points and Evaluation

- Exercises = 1000
- Midterm Project = 400 points
- Final Project = 400 points
- Attendance/Participation = 200 points

Students will be held responsible for knowing and using professional design protocol and the techniques demonstrated in class. Class work and projects will be evaluated using the following basic principles:

- How creatively was the design problem executed?
- Use of personal images/techniques applied, rather than finding cool images already explored on the internet for projects.
- Exploration/generation of personal images
- Physical presentation: craft, output, on-time, complete, and explained.
- If technical problems prevailed, was a simplified back-up concept (plan b) executed to effectively communicate the same message?
- Was the project completed and presented in a timely and professional manner?

## :: College Grading System

The evaluation of student course work will be based on a rubric, specific for each project, which will be provided to students when the project/exercise is assigned.

Projects may be submitted one class period beyond the due date, but will receive a two-letter grade reduction as a penalty. A project not submitted at least one class period beyond the due date will automatically earn a zero.

Projects may be resubmitted once for re-evaluation, except for the final project of the semester. Resubmission must occur within one week after the initial graded material is returned to the student. Clearly mark "REGRADE" and submit with a printout of the originally submitted project. Projects that are not submitted on the due date will not be allowed to receive resubmission grades.

The scale of grades for official record is:

A	Excellent work (greatly exceeds minimum requirements)	90-100%
B	Good work (exceeds minimum requirements)	80-89%
C	Satisfactory work (meets minimum requirements)	70-79%
D	Poor work (doesn't meet minimum requirements)	60-69%
F	Unsatisfactory work (little to no effort shown)	0-59%

## :: General Course Policies

Policies will follow those outlined by the Community College of Baltimore County. The following additional policies are unique to this class :

- Students are expected to come to class on time and prepared to work. Students not prepared, may be asked to leave class until they are properly prepared to participate and may lose participation points per occurrence. Coming to class late (more than fifteen (15) minutes beyond the beginning of each individual class session) 3 times will count as one unexcused absence, and will also reflect upon their Participation point total.
- Students should create a digital backup of ALL PROJECTS AND EXERCISES. Neither the instructor nor the college can be held responsible for students' loss of work. Students must maintain back-up copies on removable media. Burning CD-R disks (not CD-RW) is the recommended method; any other storage mediums purchased and used by the student are at their discretion. You must have copies of all your files on both the CGVC server and your own removable media

## :: Texts and Supplies

Required Text: *Adobe Photoshop CS3 Visual QuickStart Guide*

Required Supplies: Removable Flash Media USB drive (256 MB should be fine or 512 MB) or ~~blank CDR Media (10-20 disks)~~

Recommended:

*Adobe Photoshop CS3 One-on-One*, by Deke McClelland, O'Reilly Media, ISBN 0596100965

journal/sketchbook for sketching project ideas.

## :: General Class Policies

Policies will follow those outlined by The Community College of Baltimore County. The following additional policies are unique to this class:

- If you're absent, it's your responsibility to catch up. All sessions materials will be reviewed in the next session, but the exercises won't be.
- If you leave class early or are working on other work, you forfeit the right to ask for help until the next session.
- Respect your fellow students and the instructor; lack of proper respect and you're out. Adopt the buddy system. This will help with feedback and technical assistance.
- If you come to my office hours, come ready with something specific to discuss. Office hours may be cancelled based upon the needs of the instructor. Email/voicemail will be answered in a timely manner; please be patient.
- You can email me work for review, but make sure that it's sent to the correct email. Learn to accept/use feedback early in the project by either myself or other DI student. (preferably someone familiar with Photoshop capabilities who might be able to offer up technical approaches).
- Back up your work; it's your responsibility.
- Use of the Internet is a privilege, not a right; it can be taken away at any time.
- I reserve the right to show your work to others for academic purposes.
- Expect/embrace 'digital frustration'. It will happen. It will motivate you to learn, however, if it happens in class and you shut down there isn't much I can do.

**In addition to the above policies, are courtesy guidelines for participation in feedback and critiques (for final project):**

- You will be graded for participation in class and critiques. Be prepared to explain your process or approach.
- Use 'communication' as a basis for assessing others projects. How do you perceive it? What do you like? What suggestions could make it better? Try to give provide some positive feedback alongside critical feedback.
- Critical ≠ negative or cruel. Critical = how we can make this even better.
- Criticism is a valuable tool for artistic growth. You will benefit from accepting it objectively. Everyone has aesthetic opinions.

## :: Attendance Policy

As stated above in General Course Policies, students are expected to come to class on time and prepared to work. If the student has an extenuating circumstance that will cause him or her to be late on a regular basis, the situation should be discussed with the instructor at the start of the course. Should you arrive late, do not interrupt your neighbor. Try and catch up. The instructor will not repeat material missed by any tardy student(s) during time outside of the classroom. Three (3) unexcused absences may result in his or her final grade lowered by one letter and he or she must schedule a conference with the instructor to review his or her performance in the course.

## :: Additional Note

*The Community College of Baltimore County and the Instructor reserve the right to make adjustments to this syllabus and calendar, with proper notice to students, as dictated by facility need or class progress.*

# SESSION CALENDAR

Calendar topics.

Wk 1	(8/27)	Syllabus. Getting around the Mac. Navigation. Zooming about. Shortcut sheet.
Wk 2	(9/3)	Bridge. Importing via camera. Scanning via scanner. Highlights, Midtones and Shadows
Wk 3	(9/10)	Color Balance. Copyright issues.
Wk 4	(9/17)	Layer Basics. Selection boot camp I: toolbox tools: wand, lasso, marquee, move
Wk 5	(9/24)	Selection boot camp II: Command-based selection: color range, transform
Wk 6	(10/1)	Pixel basics
Wk 7	(10/8)	<b>MIDTERM (exercises reviewed) PROJECT DUE.</b> Digital critique.
Wk 8	(10/15)	refocus: sharpen and blur / brushes
Wk 9	(10/22)	retouch: dodge and burn /history
Wk 10	(10/29)	filters
Wk 11	(11/5)	text and shapes
Wk 12	(11/12)	Compositing: more layers: Blending modes and gradients
Wk 13	(11/19)	Workspaces. Preferences. Output. Review final project Classic/vintage or Action/Adventure movie poster
Wk 14	(11/26)	---- <b>CAMPUS CLOSED</b> Thanksgiving vacation----
Wk 15	(12/3)	Work on final project
Wk 16	(12/10)	critique. <b>Final project DUE.</b> (psd, contact sheet, mounted poster).