Art 256 Course Syllabus

Adobe Photoshop: Art, Design and Photoshop
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Required Textbook:

- Adobe Photoshop CC Classroom in a Book (2014 release)
- Textbook ISBN: 978-0321822482
- Copies are available at the SLO campus bookstore.

Required Materials:

- **Must have access to a computer and Adobe Photoshop CC or higher. (For student discounts, you can order your software through journeyed.com or adobe.com.)**
- 8GB flash drive or larger external hard drive
- Notebook for printouts, taking notes and sketching
- Access to a digital camera and scanner

Office hours: Monday and Wednesday, 10:00AM — 11:00AM. via Skype, phone or chat

Course Overview

Welcome to Art 256! This course presents primary instruction in digital imaging and editing using Adobe Photoshop. We are going to spend the next 9 weeks in pixel heaven!

I use Photoshop everyday for both my clients' needs and my fine art pieces. This course has been organized to help you learn the software as linearly as possible, using methods that you'll immediately be able to apply to school, professional and personal projects. We will be reviewing fine art principles as well as introducing graphic design and commercial photography elements throughout the course.

Classes are held only in Moodle. The only prerequisites for this course are basic computer skills.

Learning Outcomes

Upon completion of this course the student will be able to:

1. Demonstrate the use of Adobe Photoshop applications with a basic to intermediate level of competency.
2. Analyze and employ photo editing and compositing, painting, drawing, and image organizational tools and techniques.
3. Demonstrate design and artistic knowledge needed to create aesthetically successful digital images.
4. Create and develop innovative, artistic, mixed media photographic and raster based images.
5. Use online resources to continue to learn about Adobe Photoshop.
6. Recognize the role of photography and digital imaging in historical and contemporary art. Analyze and discuss class work and master art works utilizing the vocabulary common to all visual art.

Student Readiness & Time Requirement

- Basic computer skills are needed for this course. *Be sure to check your Cuesta email regularly, because this is usually the email address associated with this course.*

- It is *recommended* that you log in to this classroom 3 to 7 times per week, along with working on your assignments. *Please be prepared to spend an average of 3 hours a day and five days per week, in this course.*

- It is absolutely essential that you participate frequently in our discussion areas - this "virtual classroom" is where all of our work will take place.

- When completing assignments, be sure to follow the Grading Criteria carefully. (I am a stickler about following instructions carefully, and your ability to demonstrate that you can follow instructions carefully will be reflected in your grade.)

- I recommend that you copy and paste discussion and response questions in to a Word doc, type the answers the questions, spell and grammar check, and then copy and paste your response back into the online forum.

- Whenever you are asked to respond to others as part of the assignment grading criteria, be sure to respond to two of your classmates' initial posts/answers with a minimum of 150 words per entry, and be sure to ask engaging questions to encourage discussion. (This is how we learn from our classmates, help our classmates, and grow into even more amazing artists than we already are!)

- Please be respectful and courteous of each other and use professional and appropriate language.

- Here is a link to Online Class Readiness Quiz. It is not mandatory, but it is helpful: http://www.cuesta.edu/student/aboutacad/distance/survey.html.

- If you have a disability and might need accommodations (support services) in this class, please contact Disabled Student Program & Services in Building 3300 as soon as possible to ensure that you receive the accommodations in a timely manner. http://academic.cuesta.edu/acasupp/dsps/

Assignments

Grading rubrics will be included with assignment instructions for your reference. This course will also include a final exam, based on exercises and textbook readings.

Your course grade is based on the following:

- Three assignments (includes critique participation) 15% each = 45%
- Exercises = 30%
- Quizzes: 20%
- Final = 5%

Grading

Your grade for the course will be determined by the quality of the work you create in response to a given set of artistic and design problems to be resolved in your pieces, your attendance, and by your participation in critiques and in Moodle.

Save all of the artwork and project files you create for this class. Save multiple copies and maintain a safe archive aside from your portable media. Portable media can be subject to errors and damage, and can be lost or stolen.

Grading Scale

A 90.0 – 100.0%	B- 79.1 – 79.9%	D 60.0 – 65.9%
A- 89.1 – 89.9%	C+ 76.0 – 79.0%	D- 59.1 – 59.9%
B+ 86.0 – 89.0%	C 70.0 – 75.9%	F 59% and below
B 80.0 – 85.9%	D+ 66.0 – 69.9%	

Attendance

Attendance is mandatory, and I can see your login activity and will be monitoring your participation. Online classes require some self discipline, and I recommend setting reminders for yourself in your digital calendars or day planners to log into the classroom regularly to complete your exercises and assignments.

Missed Class(es)

As a general rule, a student missing a class or laboratory assignment because of observance of a religious holiday shall have the opportunity to make up missed work. Students must notify the instructor of anticipated absences by the last day of late registration, September 1, to be assured of this opportunity.

NOTE: Students who represent Cuesta at any official extracurricular activity shall also have the opportunity to make up assignments, but the student must provide official written notification to the instructor no less than one week prior to the missed class(e

Computer Requirements

- Browser requirements/minimum computer specifications
  http://www.cuesta.edu/student/aboutacad/distance/faqs_technical.html
- Must have access to a computer and Adobe Photoshop CC or higher. (For student discounts, you can order your software through journeyed.com or adobe.com.)

Accessing Moodle/Course Website(s)

- Moodle or course access instructions with login info (Cuesta Moodle instructions:
  http://library.cuesta.edu/distance/docs/Moodle_for_students_QR.pdf.
- Tech support info for Moodle: http://www.cuesta.edu/student/aboutacad/distance/technical_support.html.
- Cuesta waitlist procedure and instructions: http://www.cuesta.edu/student/getstarted/register/Waitlist.html.

Withdrawal Policy

A student may earn no more than a maximum of three (3) withdrawals ("W" symbol") in a non-repeatable course.

Last day to add class:	27-OCT-15
Last day to drop with a refund:	22-OCT-15
Last day to drop without a "W":	27-OCT-15
Last day to drop with a "W":	23-OCT-15

Repeatability Policy

- A student may repeat a course designated as a repeatable course including variable credit open-entry/open-exit courses up to the maximum number of allowed repetitions for that course.

No more than two substandard grades may be alleviated within the allowable repeat limits for a repeatable course. If a course is repeatable two or more times, the first two substandard grades will be excluded in calculating the student's GPA.

Academic Honesty

Academic Honesty is essential to the academic community. Students expect that the Cuesta faculty is fair, truthful and trustworthy. The faculty expects that Cuesta students will share these same values. Students who violate these principles by cheating, plagiarizing, or acting in other academically dishonest ways are subject to disciplinary procedures. Below are some examples of academically dishonest behavior. If you are unclear about a specific situation, ask your instructor.

Examples of Academic Dishonesty:

- Copying from another student's exam
- Giving answers during a test to another student
- Using notes or electronic devices during an exam when prohibited
- Taking a test for someone else
- Submitting another student's work as your own, e.g. copying a computer file that contains another student's own work
- Knowingly allowing another student to copy/use your computer file(s) as his or her own work
- Completing an assignment for another student
- Plagiarizing or "kidnapping" other people's thoughts, words, speeches or artistic works by not acknowledging them through proper documentation

At the discretion of the instructor, students caught being academically dishonest may receive a failing grade on the assignments in question, be dropped from the class, or be failed in the course. Beyond this, the student maybe subject to disciplinary action as determined by the Vice President of Student Services or designee. An appeals process is available to the student through the office of the Vice President of Student Services. It is recommended that the faculty member report any acts of academic dishonesty to the Vice President of Student Services or designee.

Caveat

This syllabus and schedule are subject to change in the event of extenuating circumstances. If you are absent from class, it is your responsibility to check for announcements made while you were absent.

This is also a fine art class, so you may be exposed to nudity and adult content. Please understand that this exposure is for learning purposes and is intended solely for artistic inspiration.