Art 2060 – 002 Non-Major Digital Photography (3 credits)
Semester: Spring 2016
Instructor: Van Thieu Chu
Office Hours: After class or by appointment
Contact Email: u0400754@utah.edu
What the class fulfills: Fine Arts Exploration.

Course Description
The class introduces the history, mechanics and applications of digital photography as well as basic photographic combination of lectures, guest lectures, viewing the work of master photographers, class assignments and in-class critiques of student work which will be projected on the screen.

Course Objectives
At the end of the course, the student will be able to understand how digital cameras and their functions work as well as the situations they best serve. Students will learn to combine both artistic and aesthetic qualities to achieve the desired imagery through the use of digital cameras and the aid of computer imaging software such as Photoshop and Camera Raw. Students are expected to talk about their photographic artworks as well as others' in term of technical aspects and conceptual ideas.

Teaching and learning methods
This section is a mix between a lecture based class and a workshop based class where not only lectures are given accompanied with slide projection but also students will watch various demonstrations and then try those themselves with the help of the instructor in class. Pop quiz will be given randomly to ensure the student’s commitment and attention in and out of class. Students might be required to go to photography exhibits, to write papers and to give oral presentations in front of the class. Assignments will be given out weekly and expected to be turned in digitally using the U of U’s online server, photographs for two midterms and final critique might have to be physical prints.

Required Equipment
Students are strongly recommended to have his/her own cameras for this course, both Digital Point and Shoot and DSLR are welcome. Digital cameras for this course are preferable to have at least 5 megapixels and must offer full manual control. A discounted version of Adobe Photoshop is available through the bookstore and the software is available on most computers found on campus.

Evaluation Methods and Criteria
Assignments 100 points each
Paper 10 points each
Random quiz 5 - 10 points each
Midterms and Final 300 points each

A: 93% - 100%       A-: 90% - 92%       B+: 87% - 89%
B: 83% - 86%        B-: 80% - 82%       C+: 77% - 79%
ADA Statement
The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union Building, 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations.” (www.hr.utah.edu/oeo/ada/guide/faculty/)

Faculty and Student Responsibility
All students are expected to maintain professional behavior in the classroom setting, according to the Student Code, spelled out in the Student Handbook. Students have specific rights in the classroom as detailed in Article III of the Code. The Code also specifies proscribed conduct (Article XI) that involves cheating on tests, plagiarism, and/or collusion, as well as fraud, theft, etc. Students should read the Code carefully and know they are responsible for the content. According to Faculty Rules and Regulations, it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

How to request a server space to submit homework and download materials
https://csis.finearts.utah.edu/

How to connect to the University of Utah online server using Macs or PCs
http://helpdesk.finearts.utah.edu/student-course-space-access/

Virtual Private Network (VPN)
https://vpnaccess.utah.edu

Class Schedule
This is a tentative schedule, class dates are subject to change to accommodate: guest lectures, field trips, museum visits and unexpected events.

- Jan 11th: First day of class, introduction, how to work with the University's online server to upload homework and download additional materials.
- Jan 13th: History of Photography
- Jan 18th: Martin Luther King Jr. Day holiday
- Jan 20th: Understanding Terminology
- Jan 25th: Understanding Terminology part 2
- Jan 27th: Exposure-Aperture
- Feb 1st: Workday
- Feb 3rd: Exposure-Shutter Speed
- Feb 8th: Workday
- Feb 10th: Exposure-ISO
• Fen 15<sup>th</sup>: Presidents’ Day holiday
• Feb 17<sup>th</sup>: Workday
• Feb 22<sup>nd</sup>: Critique #1
• Feb 24<sup>th</sup>: White Balance
• Feb 29<sup>th</sup>: Photoshop Day 1: Interface of Photoshop, Navigation, Levels
• March 2<sup>nd</sup>: Photoshop Day 2: Curve Tool, Color Correction, Black and White
• March 7<sup>th</sup>: Workday
• March 9<sup>th</sup>: Compositions: Rule of Thirds
• March 14<sup>th</sup>: Spring Break
• March 16<sup>th</sup>: Spring Break
• March 21<sup>st</sup>: Alternative Activity
• March 23<sup>rd</sup>: Compositions: Contrast, Lines, Repetition of Shapes, Symmetry
• March 28<sup>th</sup>: Workday
• March 30<sup>th</sup>: Photoshop Day 3: Perspective
• April 4<sup>th</sup>: Photoshop Day 4: Clone, Heal, Patch, Content Aware
• April 6<sup>th</sup>: Workday
• April 11<sup>th</sup>: Layers, Blending Modes
• April 13<sup>th</sup>: Layer Masks, Advanced Selection Making
• April 18<sup>th</sup>: Alternative Activity
• April 20<sup>th</sup>: Workday
• April 25<sup>th</sup>: Workday
• April 27<sup>th</sup>: Last day of class

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