

# IMAGING - Doerrer

## Syllabus & Expectations

### COURSE DESCRIPTION

Imaging is a digital art class where students learn art theory concepts such as the elements of art, principles of design, typography, composition, and color theory. You will learn the powerful software tools used to create digital art for print such as Adobe Photoshop and Illustrator. You will learn to edit and adjust photographs, create original photo manipulations, original illustrations, and commercial art such as advertisements, posters and/or logos. Some stock photo imagery may be used, and taking and manipulating your own original photographs is highly encouraged.

Because of the project-based nature of the class, students will be able to learn at their own pace and create meaningful pieces to add to their portfolios.

Imaging is an art course which uses the computer and software as tools to create artwork. Although general computer experience is recommended, prior knowledge of software is not required.

This course will provide a foundation in visual arts concepts with an emphasis on:

- cultivation of creativity and the art-making process
- self discovery: developing the student's individual and unique artistic voice
- the elements of art and principles of design

### COURSE TOPICS:

- Introduction to Macintosh Computers
- Copyright and Artistic Integrity
- Introduction and continued mastery of skills in Adobe Photoshop
- The Elements of Art and Principles of Design
- Color Theory
- Composition
- Typography
- Photo Montage and digital manipulation
- Commercial vs. Fine Art
- History of Graphic Design and contemporary applications
- Careers in Graphic Design
- Introduction and mastery of skills in Adobe Illustrator
- Printing and presentation of artwork
- Possible course projects: movie poster, vector illustration, logo design, social issue posters, advertisements, digital painting, typographic designs, photo collage/montage

### CLASS CONDUCT

**1. Be on time:** This means being seated with your supplies when the first bell rings. Because the majority of the work for this course will be done during class, you need to be on time and prepared to work. Students are expected to remain seated and working until dismissed.

**2. Be Prepared:** Be attentive and engaged in class. Be mentally prepared and alert. Bring your SKETCHBOOK to every class meeting.

**3. Exercise Respect & Safety in the Classroom:** This means respect of other students and their artwork, teachers, and the equipment/computers/classroom. We share a studio space with other teachers and students and should be considerate of the materials, time, and space that we

all use. Any behavior that disrupts the learning environment will not be tolerated. Consequences for lack of respect/being disruptive will be detention, additional assignments, lowering of studio performance grade or a referral. In addition, if you damage, lose or misuse any supplies or equipment you may be fined for the replacement or repair cost.

**4. Responsibility:** You are responsible for your growth as an artist. Use your studio time to explore, learn, be inspired, awaken your curiosity and creativity.

**5. Attitude:** Be prepared to embrace the creative process and to learn from each other and share the studio. Your success in the course will rely on your efforts and desire to learn new material, and your respect for our precious (and expensive) equipment and resources. You will also be expected to behave in a professional and ethical manner. Understand that rudeness and disrespect will not be tolerated. Be prepared to come to class every day with a positive attitude, showing patience, tolerance, respect, and cooperation.

## **POLICIES**

### **ACADEMIC HONESTY POLICY**

The Torrey Pines High School Academic Honesty Policy will be strictly enforced. All work must be your own: this includes the ideas/concepts as well as the actual production of the artwork. Artists are influenced by other artists and the world around them. If you use materials or ideas that are not your own, you must properly cite these sources (bibliography). If caught cheating -- using or "borrowing" someone else's work or imagery (whether it is another student's work or something from the web) -- you will receive a "0" on that assignment in addition to disciplinary action (referral to assistant principal).

### **CELL PHONE AND IPOD/MP3 PLAYER POLICY**

Cell phones are to remain silent/off during class. If a cell phone is seen or heard you will be given one warning. On the second offense, the phone will be confiscated until the end of the period. On the third offense the phone will be given to your assistant principal for disciplinary action. IPOD's may be used in class during INDIVIDUAL WORK TIME ONLY. They must be turned off and put away during instruction, class critiques, and group work. You may bring these devices to class AT YOUR OWN RISK. The teacher and school are not responsible for the safety of these devices. Cell phones may be used for listening to music during individual work time only. Playing video games or watching films is strictly prohibited during class.

### **FOOD AND DRINK POLICY**

No food allowed in the lab at any time. Water bottles with screw top lids only are allowed on the floor. No open drink cups allowed at any time.

### **ATTENDANCE AND TARDY POLICY**

You are expected to be on time and ready to work when the bell rings. A tardy means arriving late to class, as well as wasting studio time at the beginning of the period. A Friday school detention will be assigned upon the 5<sup>th</sup> tardy.

The majority of this class and the assignments will be completed in class. Therefore, it is important for you to be in class. If you miss class, it is your responsibility to take care of missed assignments, notes, and studio time. Check the class website and a friend for assignments. You may need to come in after school or at lunch to make-up missed studio time. Unexcused absences may have a negative effect on your studio performance grade.

### **GRADING**

Evaluation of student work is based on the following criteria:

- mastery of skills/techniques and materials: improvement in mastering painting skills, the elements of art, and the principles of design
- creativity/concepts/ideas: show original and complex thought
- craftsmanship and use of materials
- effort and participation

Grading of art will be based solely on the student and their individual performance. Students will not be compared to one another, rather graded on their own desire to challenge themselves.

“A” work is outstanding and exceeds expectations. It demonstrates divergent/creative thought, excellent technique, is insightful, and communicates a strong individual student “voice.” Effort is apparent and sincere.

“B” work is good. It demonstrates potential in technique and creativity. Strong effort.

“C” work meets and fulfills requirements. Lacks effort.

“D” work may not meet requirements and lacks effort.

“F” work does not meet requirements.

Assignments/projects will be graded on a standard point scale. Your grade will comprise of approximately the following:

- 1) Studio Performance & Effort - 20%
- 2) Class Assignments and Process Work - 20%
- 3) Sketchbook - 20%
- 4) Major Projects - 40%

## LATE WORK

Turn your assignments in on time. I will accept late work, but will lower it one full letter grade for each class meeting it is late. This means if the art work is of “A” quality, but turned in one class meeting late, it will receive a grade of “B”. If you are absent, it is your responsibility to make-up your work. You will have 1 class period to complete your project for each day you have an excused absence. Unexcused absences will automatically receive the late penalty.

## STUDIO PERFORMANCE

Daily participation during class includes staying on task and committing all your effort to your art-making during all of class time, abiding by classroom rules, keeping up with work, participating in class discussions and critiques will be evaluated as STUDIO PERFORMANCE. This will count as 20% of each quarter grade. Unexcused absences will affect your studio grade negatively.

## ONGOING STUDIO WORK AND HOMEWORK

**Sketchbook/Journal:** you will be required to work in a sketchbook so that you have a better understanding of thought processes involved in art, the value of putting ideas on paper and to use as an informal venue to create artwork. You will also be asked to do in-class activities, drawings, writings and take notes in your sketchbook. It will be checked periodically. **The sketchbook should be brought to school everyday.** You may purchase one (with unlined paper only) or you can make one out of the supplies in the classroom. You will also want a folder to keep class handouts etc. The Sketchbook/Journal is an integral part of this course and your grade. If you do not complete and turn in a sketchbook, it is not possible to receive a grade higher than a “C” in the course.

**Research for major projects:** Many of the projects in this class will require some research and gathering of background information that will happen in and outside of class.

**Other:** At various times throughout the semester, you may be asked to review an article about an artist, reflect upon artwork you have seen, or write a short art historical paper.

Please confirm that you have read, understand and agree to the above by signing below. Cut off and return this portion of the syllabus to Mrs. Doerrer. Parents may contact me by phone: ext. 2107 or email: [jennifer.doerrer@sduhsd.net](mailto:jennifer.doerrer@sduhsd.net). \*Please note I teach in two different locations on

campus, therefore email is the best way to contact me. I will respond to email within one working day.

I have read and understand/agree to the above policies, expectations, and special conditions of the visual arts.

Student Name (print) \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Parent Name (print) \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_