

Course Syllabus

Clint Samples, Assistant Professor

Office: 326 Humanities

Phone: 678-839-4949

Email: csamples@westga.edu

Office Hours: T/TH-9-11am or by appointment



Digital Media for Artists

Art 4985-04

For examples of student work and handouts please visit www.clintsamples.com

Course Description: This course is an introduction to Adobe Photoshop, Adobe Dreamweaver and Adobe Flash for all art majors. Students will create an online portfolio of their work with an emphasis on personal promotion and professionalism. Lessons will focus on the aesthetics of design and design as a process. Additional topics will include how to effectively work with color, text, font layout and various means of digital imaging.

Course Objectives: This course is designed to help students express creative ideas and concepts through visual means. In addition, students will develop a basic visual art vocabulary, two dimensional production skills, perceptual awareness of one's surroundings and a professional visual aesthetic.

Learning Outcomes;

- Communicate visually using graphic imagery and typography.
- Various approaches to web design and animation using Adobe Photoshop, Adobe Dreamweaver and Adobe Flash.
- Create sophisticated design work through color and shape and space relationships.
- The ability to express oneself using digital imagery in a professional and expressive manner.
- Incorporate and apply class learning's to professional real world situations.

Attendance and Class Participation:

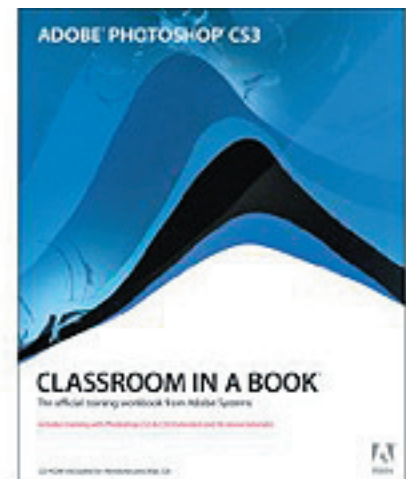
- More than 3 absences may result in a full letter grade reduction for the semester.
- More than 5 absences in the first three weeks will result in an automatic withdrawal from the course.
- Come to class on time. Being continually late or leaving class early constitutes a half absence.
- I will not repeat demonstrations twice for students who are late. Students who are late are responsible for getting missed information from classmates. I expect you to do work inside and outside of class. Develop good work habits and work hard. This means coming to class prepared. Class time is for working. Please have your research, etc done for the assignments before you get to class.

Required Text:

- *Adobe Photoshop CS3 Classroom In A Book* by Adobe Creative Team (Right)

Optional Text:

- *Adobe Dreamweaver CS3 Classroom In A Book* by Adobe Creative Team
- *Adobe Flash CS3 Professional Classroom In A Book* by Adobe Creative Team



Additional Learning Sources:

- DVD Training tutorials such as: *Total Training for Adobe Dreamweaver CS3*, *Total Training for Flash CS3 Professional* and *Adobe Dreamweaver CS3 with CSS Essential Training* are more expensive than books but the DVD demos are sometimes easier to understand.
- You Tube has many demos you can learn from. Search "Dreamweaver Tutorials" etc.

Also Recommended: I would suggest buying a thumb drive/flash drive as backup for your documents on the computer. A 1GB flash drive or higher would be sufficient.

Website: Examples of previous student work, the course outline/schedule can be found at www.clintsamples.com. The site is set up to help you understand the assignments better so please visit it often.

Critiques: You will participate in group critiques this semester. The critiques are the equivalent of examinations and an absence will be treated the same.

Late Work: The highest grade you can get on late work is a "B". No "A's" will be given for assignments turned in late.

Class Courtesy: I expect you to be courteous to your fellow students and turn off your cell phones, beepers, etc. during class. *Absolutely no cell phones or text messaging during class.* Please pay attention when I lecture. I understand the temptation to continue working and typing as I talk but it can be extremely distracting and inconsiderate.

Studio/Classroom Access: Students are given 24 hour access to classrooms two weeks into the semester. Once class rosters are submitted to UWG Public Safety, students can enter classrooms by swiping the door entry system with their UWG ID cards. I will inform you when Public Safety activates the card entry system for the class. Keep in mind that rooms are shared with other classes. A classroom schedule will be provided for you as well.

Safety: Students working late at night in studios can have Public Safety escort them back to their vehicles. To get an escort, call the Public Safety emergency number: 678-839-6000. Public Safety will provide the escort as long as there is an officer available.

Email: I will periodically send emails to you during the semester. Please activate your UWG email as it is the official method of communication between faculty and students.

Copyright Issues: Assignments using copyrighted material without permission will not be accepted or graded.

Incompletes: From the UWG Website: This symbol (I) indicates that a student was doing satisfactory work but, for non-academic reasons beyond his or her control, was unable to meet the full requirements of the course. A student must remove an "I" grade during the succeeding semester of enrollment or within one year, whichever comes first; otherwise, the grade will be changed to "F". An instructor who assigns a grade of "I" must submit with final grade (through his dean) two copies of a statement indicating the level of performance (A,B,C,D) excluding the missed work and the work that must be done to remove the "I" grade. The Registrar's Office files one copy in the student's permanent record and sends one to the appropriate department chair. The instructor retains a copy. It is the responsibility of the student receiving the "I" grade to see the instructor or department chair (if the instructor is not available) regarding the work to be completed.

Grading Policy: Grades aren't the most important aspect of the course...your work is. I have never interviewed for a job where my future employer asked if I got an "A" in painting or any other art class. I showed my work and the work did the talking for me.

FINAL GRADES:**A students:**

Excellent work and attendance. Personal website and animation are uploaded on time. No errors, misspellings, etc.

B students:

Above average work, websites and animations are uploaded with minimal errors and minor issues.

C students:

Average, completes the minimum requirements of a problem

D students:

Poor attendance, late work, incomplete websites, unresolved technical issues, etc.

F students:

Work deficient in all areas. Student has extremely poor attendance, etc.

Digital Media for Artists Class Schedule

1. **DESIGN PROJECT (Weeks 1-4): 15% of your Final Grade**
 - Design Exercise: Peachtree Road Race T-shirt Design Competition
2. **PHOTOSHOP (Weeks 1-4): 15% of your Final Grade**
 - Photoshop Lessons: Photoshop Classroom in a Book
 - Photoshop Exercise 1: Cereal Box
 - Photoshop Exercise 3: Designing Senior Exhibition mailers
 - Photoshop Exercise 4: Three variations of your homepage/Class critique
3. **DREAMWEAVER (Weeks 5-9): 40% of your Final Grade**
 - Dreamweaver Exercise 1: Intro to Tables
 - Dreamweaver Exercise 2: Intro to Layers
 - Dreamweaver Exercise 3: Intro to Links & Page Properties
 - Dreamweaver Exercise 4: Create a four page basic site.
 - Dreamweaver Exercise 5: Intro to CSS Positioning
 - Dreamweaver Exercise 6: Intro to Behaviors
 - Dreamweaver Exercise 7: Creating a "fav icon"
 - Putting it all together: Creating your website-
 - Home page
 - About Me/Bio/Profile Page
 - Portfolio page
 - Resume page
 - Contact page
 - Publishing your website
4. **FLASH (Weeks 10-15): 30% of your Final Grade**
 - Flash Exercise 1: Intro to Shape Tweens
 - Flash Exercise 2: Intro to Motion Tweens
 - Flash Exercise 3: Intro to Key frame-by-Key frame animation.
 - Flash Exercise 4: Using the drawing tools
 - Flash Exercise 5: Understanding Layers and Scenes
 - Flash Exercise 6: Adding sound
 - Putting it all together: Creating a 2-3 minute animation
 - Publishing your animation

How To get an "A" on an assignment:

- 1-Project has to be completed and finished on time
- 2-Objective of the assignment is met and the project is done correctly
- 3-Strong ideas, design and development
- 4-Perceived amount of time spent on the project inside and outside of class.
- 5-High level of design