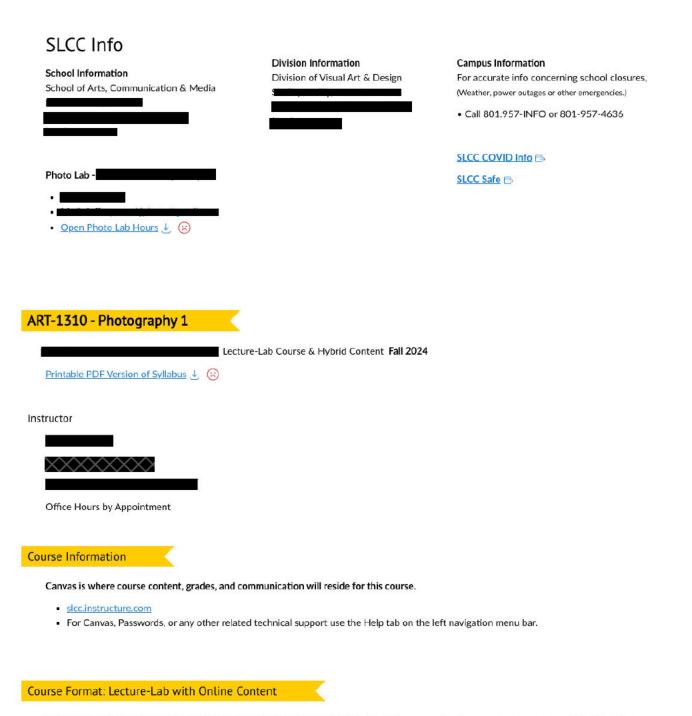
# Photography 1 - ART- 1310 Syllabus



This course utilizes online course content with regular classroom sessions. Students are required to attend class sessions, utilize Photo Lab facility and complete online material as outlined in the course schedule. (In some situations the course may be broadcast via Zoom and will be determined at the instructor's discretion. Please review Zoom Login information on the course home page tab related to Zoom info.)

# **Course Description**

Course provides a comprehensive introduction to the art and craft of photography. Content will include camera mechanics, darkroom and digital craft and technique and how all these are applied to create unique and compelling photographs. Students will explore photography as an art form and as an important means of communication. Students will learn how to use the 35 mm camera format, the photographic darkroom, and the digital darkroom effectively and creatively.

## **Course Focus**

Through proper camera handling, metering, exposing, processing, and printing, students learn the basics to controlling photographic tools & materials. Through lectures, demonstrations, hands-on exercises, group discussions, research, quizzes, and critiques, students explore a variety of image making to produce original works of art.

## **Course Objectives**

- 1. DSLR cameras in manual mode: Learn and understand the procedures for taking pictures which includes: metering, focusing, exposing and evaluating. Learn about and understand camera formats and lens formats. Learn, understand and use the shutter control and the aperture control manually. cwsLo-1.2.3.5.6.7.8
- 2. Exposure meters: Learn how to use reflected light meters in manual mode successfully and creatively. cwsLo-1,2,3,5,6,7

#### 3. Digital Photographic Workflow:

- 1. <u>Digital Capture</u>: learn and perform successful exposure control and image capture with digital methods that include both digital cameras and scanners.
- 2. "Developing" Digital Files: learn and use Adobe Photoshop Lightroom.
- 3. Digital Printing: learn and use ink jet papers, ink jet printers, exposure and contrast controls, and basic color management. cwsLo-1,2,3,5,6,7

#### 4. Analog Photographic Workflow:

- 1. <u>Film Capture:</u>learn and perform successful exposure control and image capture with film, learn about types of film, ISO, and how to load, develop, clean, store and handle film.
- 2. Developing Film: learn and use tanks, reels, and the chemical process.
- 3. <u>Darkroom Printing</u>:learn and use photographic papers, darkroom equipment, exposure and contrast, and the chemical process. cwsLo-1,23,5,6,7
- 5. Basic lighting: L earn about and apply creatively qualities of available light. CWSLO-1,2,3,5,6,7,8
- 6. Composition: L earn the visual elements and principles and how they apply to visual communication. cwsLo-1,2,3,5,6,7,8
- 7. Presentation and preservation of photographs: Learn and demonstrate archiving, retouching, spot toning and dry mounting, and create a final project portfolio. cwsLo-1,2,3,5,6,7 \*\*

#### College Wide Student Learning Outcomes

- 1. Communicate Effectively.
- 2. Develop Quantitative Literacies necessary for their chosen field of study.
- 3. Think Critically and Creatively.
- 4. Develop Civic Literacy and the capacity to be community-engaged learners who act in mutually beneficial ways with community partners.
- 5. Develop the knowledge and skills to work with others in a professional & constructive manner.
- 6. Develop Information Literacy.
- 7. Develop Computer Literacy.
- 8. Develop the attitudes and skills for Lifelong Wellness.

# Text Book

No Text Book is required for this course. Reading and course material is provided online in Course Modules.

# Assessment & Grading

- Photographic Assignments Course Requirements Weight
- Problem Solving
  Critical Thinking
  Text Reading
  Exams & Quizzes
  Rubric Guide Info
  Total:
  100%

Grading Breakdov	WIT		
A=100%-93%	A-=92%-90%	B+=89%-87%	B=86%-83%
B-=82%-80%	C+=79%-77%	C=76%-74%	C- =73%-70%
D+=69%-67%	D=66%-63%	D-=62%-60%	E=59%-0%

Assessment utilizes <u>evaluation</u> methods of performance and critical thinking related to: the progress of creative technique, technical control and craft, combined with the development of ideas associated to photography. These aspects are expected and displayed in all assignment projects. Project grades are foremost determined upon the excellence of the project work: including research, creativity, response to the given problem, execution, how specific instructions are followed, deadline accountability, and image presentation. Traditional assessment integrates periodic quizzes linked to concepts and course text, comprehensive final exam evaluates retained course concepts.

Constructive participation in class lectures, demonstrations, labs, discussions, and assignment critiques are required to improve critical thinking and photographic ability.

Attendance in class sessions is according to the Department of Visual Art & Design policy and applies to this course. Missing more than 6 class sessions may result in a failing grade. 3 late classes = 1 class session absence.

All assignments for this course must be produced during this semester. Students must perform their own work throughout the course. Assignments are expected at beginning of class on specific due date. Assignments are given weekly at the beginning of class by the instructor and have one week time period to complete. Any assignment turned in late will receive maximum half credit of the assignment's original specific credit. All assignments may be re-done to improve grade/ credit. It is students' responsibility to obtain missed lecture information and assignments. Students are expected to follow all classroom and computer lab policies. Failure to do so may result in termination from course without refund and a failing grade. Students may not bring kids, friends or family to class. Do not use phones and text messaging during lectures, critiques, or demonstrations. Students can expect to spend 4-10 hours outside of class time preparing for class and assignments.

Students are expected to follow the SLCC Student Code of Rights & Responsibilities

Course content, lectures, and demonstrations, may **NOT** be recorded in any context and published in any media without written consent of instructor.

## Required Equipment & Supplies

#### Camera-

- -Fully adjustable 35mm digital or film SLR camera, or mirrorless 35mm camera.
- -Lens(es) for above camera, lens shade/ hood.
- Cameras are available for student check out from Photo Lab once semester begins.

Paper- 25 or 50 sheet Epson Luster 8.5x11 or Canon SG-201 (semi gloss) Letter/ 8.5x11

11x14 Mount Board- White or Black. Mount Board E-(No Foam Core!)

Portable hard drive or USB drive.

Gray card

## Analog B&W Supplies-

Paper- Ilford Mutli-Grade IV RC 8x10 Glossy Deluxe 25 Sheet

#### Film- Ilford HP5 35mm B&W Film

\* Recommend Ilford Value Pack 🖶 that includes 25 sheets of darkroom B&W paper & 2 rolls of 35mm film.

#### **Recommended supplies:**

Extra Media Cards, Quality tripod, Camera Flash

Please Do Not Purchase all materials at beginning of class, as materials are subject to change during the duration of the course. Expect to spend approximately \$55 - \$100 for film, paper, supplies. \*\*\*

\*\*\*Course note: Due to the "open" aspects of many assignments, it is not possible to list all required supplies. The lists above are suggested items for this course. It is therefore recommended to purchase supplies as needed. The entire quantity of film listed above should be reviewed carefully. The amount and type of film or digital media will depend on the student's individual needs for personal direction and the list above suggests the minimum amount of supplies needed for the course.

In the media industry a missed deadline or late delivery equates to a lost client. On-time delivery is an important aspect of professionalism required by the media industry, and therefore, deadlines and due dates are very important.

Deadlines or due dates will be given for each project and work will be due on the specified date at the beginning of class unless stated otherwise. Being late to class may lower or possibly eliminate grade points for an assignment.

You may turn in an assignment late, however may not earn full credit, as late penalty deduction is applied to all late work. The longer the assignment is late from the original due date, a progressive (greater) deduction is applied.

#### Studio & Class Rules

Take responsibility for your own learning.

- Know online & Zoom etiquette! <u>Netequitte</u>.
- Active constructive participation in discussions and presentations is required. Critique is an important aspect of visual media by providing valuable assessment of your ability to visually communicate your ideas.
- Research for projects is required. Internet-only research is not sufficient. Library or other types of research is essential.
- Attendance is graded as course participation. Please review course announcements for latest updates and changes to schedule.
- Children, family or friends are not allowed in the classroom, Photo Labs & Studios.
- Taking photos or making audio or video recordings and publishing course material without written permission by instructor is prohibited and is considered copyright infringement.
- Plagiarism will result in a failing grade.
- Turn OFF cell phones, no text messaging, no iPods. Breaks are provided during class sessions to catch up on texts, phone calls, etc.
- Everyone is expected to conduct themselves in a professional manner.
- Class behavior disruptive to the learning environment will be referred to the Dean of Students.

#### CODE OF STUDENT RIGHTS AND RESPONSIBILITIES

Continuing with this class means that you have read and agree to abide by all the conditions covered in this syllabus as well as in the class.

# SLCC Policies, Requirements, & Information

- SLCC Institutional Syllabus
- <u>Business Resource and Innovation Center</u>: provides tutors and a study space for students in Business and CSIS courses. Located in BB 226 on Taylorsville-Redwood Campus.
- Tech Tools Everyone needs technology to succeed in college. SLCC offers email and software, mobile apps, as well as Canvas for classes and assignments, and other tech support.

# ART-1310 Photography 1 - Weekly Schedule / Outline

#### Week 1

Wednesday, August 21, 2024 Course Orientation, Photography, Camera Operation

Thursday, August 22, 2024 Visual Art & Design Orientation 10:30am - Multipurpose Rooms

Modules 1-3

## Week 2

Monday, August 26, 2024 Manual Camera Operation, Light Meter, Gray Card <u>Discussion 1 - Intro Due</u> via Canvas by 11:59pm

Wednesday, August 28, 2024 Composition, The Frame, Exposure Triangle

Modules 1-5

## Week 3

Monday, September 2, 2024 No Class - Labor Day (Campus Closed)

Wednesday, September 4, 2024 Digital Processing, Lightroom, Retouching, Digital Contrast

Modules 1-5, Lightroom

#### Week 4

Monday, September 9, 2024 Lab - <u>Task 1 - Gray Card Discussion 2 - Due via Canvas by 11:59pm</u> Wednesday, September 11, 2024 <u>Assignment 1 due, Critique</u> Exposure Equivalence Modules 1-5, Lightroom

## Week 5

Monday, September 16, 2024 Lab - Meet with Ed <u>Task 2 - Lightroom Basic</u> Wednesday, September 18, 2024 <u>Assignment 2 due, Critique</u> Depth of Field / Aperture Module 6, Lightroom

#### Week 6

Monday, September 23, 2024 Lab - <u>Discussion 3 - Due via Canvas by 11:59pm</u> Wednesday, September 25, 2024 <u>Assignment 3 due, Critique</u> Motion / Shutter Speed Module 7

# Week 7

Monday, September 30, 2024 Lab - Meet with Ed (Motion, Lightroom Editing) \_ Wednesday, October 2, 2024 <u>Assignment 4 due , Critique</u> Color Theory Module 8

#### Week 8

Monday, October 7, 2024 Lab - Meet with Ed <u>Task 3 - Lightroom Dodge, Burn, Retouch</u> Wednesday, October 9, 2024 <u>Assignment 5 due, Critique</u> - <u>Discussion 4 - Due via Canvas by 11:59pm</u> Module 9

## Week 9

Monday, October 14, 2024 Lab - Meet with Ed <u>Task 4 - Digital Gray Scale</u> Wednesday, October 16, 2024 <u>Assignment 6 due, Critique</u> Analog Film and B&W Darkroom Module 10

## Week 10

Monday, October 21, 2024 Analog Printing B&W - Darkroom - Photograms <u>Task 5 - Photograms</u> Wednesday, October 23, 2024 Analog Processing B&W - Darkroom - Roll 1 <u>Mid-Term Exam due via</u> **Module 11** 

# Week 10

Monday, October 21, 2024 Analog Printing B&W - Darkroom - Photograms <u>Task 5 - Photograms</u> Wednesday, October 23, 2024 Analog Processing B&W - Darkroom - Roll 1 <u>Mid-Term Exam due via</u> Module 11

## Week 11

Monday, October 28, 2024 Analog Printing B&W - Darkroom Printing - Roll 1 Wednesday, October 30, 2024 <u>Assignment 7 due</u> Darkroom Processing - Roll 2 Module 11

## Week 12

Monday, November 4, 2024 Analog Printing B&W - Darkroom Processing - Roll 2

Wednesday, November 6, 2024 Analog Printing B&W - Darkroom Printing - Roll 2 <u>Task 6 - Analog</u> <u>Contrast Ring Around</u> <u>Discussion 5 - Due via Canvas by 11:59pm</u>

Module 11

#### Week 13

Monday, November 11, 2024 Assignment 8 due, Critique Final Project Task 7 - Final Project Proposal

Wednesday, November 13, 2024 Lab - Work on Final Project - Task 8

Module 12

# Week 14

Monday, November 18, 2024 Lab - Meet with Ed Task 8 - Final Project Part 1

Wednesday, November 20, 2024 Class Session - Demo - Digital Printing, Lightroom

Module 12

## Week 15

Monday, November 25, 2024 Lab - Meet with Ed <u>Task 9 - Final Project Part 2</u> Wednesday, November 27, 2024 No Class - Thanksgiving - Campus Closed Modules 1-12, Lightroom

# Week 16

Monday, December 2, 2024 Class Session - Demo - Dry Mounting Images Final Exam due via Canvas by 11:59pm

Wednesday, December 4, 2024 Lab - Meet with Ed Complete Final Project

#### Week 17

Monday, December 9, 2024 Assignment 9 due, Final Project Critique