

CSAT 3350 / ARTC 3332: ADVANCED 2D IMAGING

FA 3302: ADVANCED DIGITAL IMAGING

2-3.15pm, Monday and Wednesday | January – May, 2017 | Room BAB 302, SRSU

2-4.50pm, Monday and Wednesday (*ARTC students*)

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Office Hours: MW: 8.30-10am TR: 8.30-9.25pm and by appointment

Course Introduction

In this class you will explore the more advanced features of *Adobe Photoshop* and *Adobe Illustrator* to create and manipulate digital images. Note that this course is a continuation of CSAT 2310: Intro to Digital Imaging, and CSAT 2302: Intro to Digital Design.

Learning Objectives

In this course, you will:

- Explore more deeply *Adobe Illustrator* and *Photoshop* to create and manipulate digital imagery.
- Use *Photoshop* to begin learning digital painting.
- Explore 3D imagery using *Illustrator*.
- Continue working on graphic design skills through color choices, text placement, and composition in class exercises and projects.
- Continue building your visual communication skills as you create high-quality, easy-to-understand imagery, and your oral communication skills during weekly critiques as you explain your designs to the class and the professor
- Use teamwork as a tool to improve each other's projects through weekly critiques. Teamwork is also encouraged during class time so that you can comment on and assist with the creative and technical side of each other's projects. You will also work in small teams for a number of projects.

Grading and Evaluation

You will be graded on exercises, attendance and participation in discussions and critiques, homework projects, and a final project. Details on how a project is graded are included in each project description. No extra-credit projects will be offered, so it is in your interest to submit work by the deadline.

Work submitted **no later** than the beginning of class, the day of the deadline, will be graded. **Any work submitted *one minute* past the beginning of class will be awarded a zero. There are no exceptions to this rule.**

Your final class grade will consist of:

- Projects : 70%
- Attendance, participation, and in-class exercises : 15%
- Final exam : 15%

Materials and Text

- 4GB (at least) jump/flash drive
- Materials to sketch in - paper, pencil, sharpener, eraser, paper/sketchbook
- Access to a digital camera
- Notebook and pen

No textbook is required for this course but a jump-drive is essential for saving your work. You are expected to back up your projects to another location, such as at a free service like www.dropbox.com or www.google.com/drive. Not submitting a project because you lost your jump-drive or some other technical difficulty will not be accepted as an excuse and will earn you a zero for that project.

Highly Recommended Texts

The following texts are not required for class but are highly suggested if you choose to continue studying digital imaging.

- **The Adobe Illustrator Wow! Book** - Sharon Steuer
ISBN-10: 0133928500
- **Photoshop Down & Dirty Tricks for Designers, Volume 2** – Corey Barker
ISBN-10: 0133795640

Software Availability

Besides access to the software in the classroom, you can find Photoshop and Illustrator in the library on the second floor, in FAB 207, and the ACR computer labs. Corel Painter is available only in BAB 302 – the student edition is reasonably priced and can be bought as a digital download from a service such as www.amazon.com

Provided you have your own computer, a fully working 30-day trial version of Photoshop and Illustrator can be downloaded from Adobe.

Rules and expectations

Attendance is **compulsory**. If you must miss a class for a school-related activity, the absence must be discussed (and arrangements made regarding coursework) **prior to the absence**. If you must miss a class for an emergency or illness, please contact me **by email or phone as soon as possible**. Six (6) unexcused absences result in you being dropped from the course with a grade of “F” as per Sul Ross State University policy. Five (5) unexcused absences will result in a zero for your attendance and participation grade. Arriving to class **on time** is also essential – **arriving late more than two times will be counted as one absence. Lateness is defined as 15-minutes after the start of class. Leaving before class ends will result in you being marked absent.**

Below is a guide to how much each absence impacts your attendance and participation grade.

- | | | | |
|---------------------------------|------|--------------------------------|--------|
| • One (1) unexcused absence: | -20% | • Four (4) unexcused absences: | -80% |
| • Two (2) unexcused absences: | -40% | • Five (5) unexcused absences: | - 100% |
| • Three (3) unexcused absences: | -60% | • Six (6) unexcused absences: | FAIL |

No cell phone usage. No social-networking websites. No instant-messaging. No checking personal emails. Headphones and earbuds are allowable **ONLY** when you are working, but not when the professor or a fellow student is speaking. **Doing any of these, or anything I consider disruptive to the class, will drastically drop your attendance and participation grade. You may be also asked to leave the class and will be marked absent for that day.**

Late work will not be accepted.

Plagiarizing, cheating, or any other dishonest behavior in the classroom will not be tolerated. Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in University Rules and Regulations and Student Handbook. This course will abide by these established policies. A student found to be engaging in these activities will be penalized to the full extent of Sul Ross State University policy.

ADA Needs

It is Sul Ross State University policy to provide reasonable accommodations to students with disabilities. If a student would like to request such accommodations because of a physical, mental, or learning disability, please contact the ADA Coordinator in the Ferguson Hall, room 112 or call (432) 837-8691. Please relate all requests for special accommodations to the instructor by the third class period.

SLOs

3d. Students with a concentration in Digital Art will be able to demonstrate knowledge and familiarity of digital image creation and knowledge of professional practices in digital art.

- Demonstrate the ability to produce a cohesive professional thematic capstone project which is well crafted and has a defined technique or personal style.
- Demonstrate technical mastery of digital skills as they apply to the selected media.
- Ability to produce a professional portfolio that meets current industry standards.
- Ability to work in a timely manner.

Please note that this syllabus is subject to change.

COURSE SCHEDULE

Note – Numbers in parentheses (x) denote the folder images are stored in.

WEEK ONE

Jan 18 (W): Class introduction and syllabus overview.
Begin thinking about your final project.

WEEK TWO

Jan 23 (M): PRESENTATION: Logos
Using Pathfinder. Combining simple shapes to create complex shapes.
PROJECT ONE – Replicate four (*ARTC – seven*) designs from the following website:
<https://creativemarket.com/MehmetRehaTugcu/316836-24-Sacred-Geometry-Vectors/screenshots/#screenshot1>
Homework – Come to next class with a pencil, sharpener, and drawing paper/sketchbook.

Jan 25 (W): **PROJECT TWO** – Personal logo using Live Trace and Live Paint. ARTC students - two personal logos.

WEEK THREE

Jan 30 (M): **DUE TODAY: Personal logo(s).**
PROJECT THREE – Use simple geometric shapes and the pathfinder menu to illustrate ONE (*ARTC – two*) of the following for a children’s book in the style of Charley Harper or a similar artist:

- STORY ONE
 - A knight leaves a castle and rides a horse through a suitable landscape.
 - (S)he approaches the lair of a dragon.
 - The dragon and knight fight
- STORY TWO
 - A dog is lost in a jungle environment
 - The dog is chased by a lion
 - An elephant chases away the lion and protects the dog
- STORY THREE
 - An astronaut is piloting his/her spacecraft when something goes wrong.
 - The spacecraft lands on an alien world
 - The astronaut explores the planet, with the damaged spacecraft in the background. An alien lifeform is in the illustration and can be curious, aggressive, or hidden.
- STORY FOUR
 - *Your choice of scenario with at least three scenes* (discuss with the professor first)

Feb 1 (W): Continue working on your geometric illustration stories.

WEEK FOUR

Feb 6 (M): Continue working on your geometric illustration stories.

Feb 8 (W): **DUE TODAY: Geometric illustrations.**
EXERCISE – Patterns in Illustrator

WEEK FIVE

Feb 13 (M): Continue working on your patterns in Illustrator

Feb 15 (W): **DUE TODAY: Patterns in Illustrator**
PROJECT – TV logo (*ARTC – two*)

WEEK SIX

Feb 20 (M): Continue working on your TV logo(s)

Feb 22 (W): Continue working on your TV logo(s)

WEEK SEVEN

Feb 27 (M): **DUE TODAY: TV Logo (s)**
PROJECT – Movie poster in Photoshop (*ARTC – two posters*)

Mar 1 (W): Continue working on your movie poster(s).

WEEK EIGHT

Mar 6 (M): Continue working on your movie poster(s).

Mar 8 (W): **DUE TODAY: Movie Poster(s)**
Explore a 3d exercise from the following link (or somewhere similar):
<https://www.smashingmagazine.com/2009/06/50-excellent-3d-adobe-illustrator-tutorials/>

--- *SPRING BREAK* ---

WEEK NINE

Mar 20 (M): **PROJECT** – Digital Fumetti (Photonovel)

Mar 22 (M): Continue working on your digital fumetti project.

WEEK TEN

Mar 27 (M): **DUE TODAY: Digital Fumetti**
PROJECT – Digital Still Life (*ARTC – two still lives*)

Mar 29 (W): Continue working on your digital still life.

WEEK ELEVEN

Apr 3 (M): Continue working on your digital still life.

Apr 5 (W): **DUE TODAY: Digital Still Life
PROJECT** – Three Figures in Painter

April 7 is the last day to withdraw from the 16 week course/term with grade of "W." Drops must be processed and in the Registrar's Office by 4 p.m.

WEEK TWELVE

Apr 10 (M): Continue working on your three figures.

Apr 12 (W): Continue working on your three figures.

WEEK THIRTEEN

Apr 17 (M): **DUE TODAY: Three Figures
Final Project**

Apr 19 (W): **Final Project**

WEEK FOURTEEN

Apr 24 (M): **Final Project**

Apr 26 (M): **Final Project**

WEEK FIFTEEN

May 1 (M): **Final Project**

May 3 (W): **Final Project
FINAL CLASS DAY**

WEEK SIXTEEN

May 8 (M): **Exam begins at 12:30 - 2:30 pm, Monday May 8.**

ADVANCED DIGITAL IMAGING PROJECTS

---PROJECT ONE – Complex Shapes---

Visit the following website and replicate FOUR of the shapes using the geometry tools in Illustrator (ARTC – seven). Do not use Live Trace to complete this project:

<https://creativemarket.com/MehmetRehaTugcu/316836-24-Sacred-Geometry-Vectors/screenshots/#screenshot1>



Grading

Do the following to score well:

- The more accurate your facsimiles, the higher your grade for this project.
- Please put all of your designs onto one page

Due Date

Email your work to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-**logo.pdf**

---PROJECT TWO – Personal Logo---

Begin by sketching out as many ideas as you can for a personal logo - you want a graphic that represents your personality, or how you want to be seen. From a minimum of at LEAST 10 ideas, take your strongest design and carefully redraw it by hand (ARTC – two).

Digitize your pencil design using a camera or, ideally, a scanner. Use Illustrator's Live Trace function to turn your pencil sketch into vectors. Use the various pen tools to modify the vectors until you're happy with how it looks.



Now use Live Paint to color your design. Be careful in your choice of colors - the less you use, the more impact each color will have.

Grading

Do the following to score well:

- Spend enough time designing a strong identity for yourself. Rushing this stage will result you in failing this project (80%)
- Tweak the vector lines enough so that you have a well-built logo (20%)

Due Date

Email your work to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-**logo.pdf**

---PROJECT THREE – Children’s Book Illustration---



Use simple geometric shapes and the pathfinder menu to create ONE (*ARTC – two*) of the following for a children’s book in the style of Charley Harper (examples shown above):

- STORY ONE
 - A knight leaves a castle and rides a horse through a suitable landscape.
 - (S)he approaches the lair of a dragon.
 - The dragon and knight fight
- STORY TWO
 - A dog is lost in a jungle environment
 - The dog is chased by a lion
 - An elephant chases away the lion and protects the dog
- STORY THREE
 - An astronaut is piloting his/her spacecraft when something goes wrong.
 - The spacecraft lands on an alien world
 - The astronaut explores the planet, with the damaged spacecraft in the background. An alien life form is in the illustration and can be curious, aggressive, or hidden.
- STORY FOUR
 - *Your choice of scenario* (discuss with the professor first)

The key to this project is keeping your image fairly simple while yet having enough complexity so that it remains interesting. Using squares, rectangles, circles, and lines, you can quickly build interesting shapes. Use the various Pathfinder options to turn multiple shapes into one complex shape, or to remove certain area (such as punching a hole through a shape). Choose color wisely.

Grading

Do the following to score well:

- Create simple illustrations that are still complex enough to be interesting (40%)
- Do not use color randomly. When in doubt, limit the number of inks you use (30%).
- Effort and composition (30%)

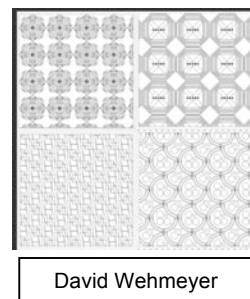
Due Date

Email your work to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-story01.pdf

---PROJECT FOUR – Patterns in Illustrator---

Make two patterns using Illustrator’s Pattern Editing Mode (PEM).

- You are to create two patterns using **two** of the following themes:
 - Floral, foliage, jungle, aquatic, cosmic, abstract, angular.



- Each of your two themes must be complex. Take time to consider colors, shapes, designs, etc. You may also want to layer objects to create a sense of depth.
- Select the objects you have created and choose Object>Pattern>Make. Choose a layout style (Grid, Brick by Brick, etc.)
- Adjust the tiling using the Pattern Tile Tool button.

Grading

Do the following to score well:

- A certain level of complexity is necessary for this project, but be sure not to make your design overly complicated (70%)
- Do not use color randomly. When in doubt, limit the number of inks you use (30%)
- Place all of your patterns onto one page

Due Date

Email your patterns on ONE PAGE to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-patterns.pdf

---PROJECT FIVE – Creating a TV logo---

Design a logo for an imaginary television show.

Choose one of the following television shows and make a logo for it (ARTC: two logos):

- Wayback Digital (retro computer gaming)
- Property Ghouls (haunted house buying show)
- Brutal Sports (Round up of sporting accidents and violence)
- Far West Texas (Drama set in Marfa)
- Travels with Jane (Travel show)
- *Your own show idea (check with professor first)*



Grading

Do the following to score well:

- Logo design that successfully illustrates the theme of the TV show (60%)
- Effort, composition, and technical ability (40%)

Due Date

Email your logo to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-tv.pdf

--- PROJECT SIX – Movie Poster ---

Make a movie poster of your life. You must work with someone else in the class to take the photographs (ARTC – Two posters).

1) Your first task is to take a dramatic photo of yourself. You will be working with another classmate for this part of the project. When taking your photo, ensure you have good light. Morning or evening times can be good for this. Access to

studio lighting is even better. Consider props too – scarfs, big collared shirts, anything you feel that can make a more interesting photo. DO NOT take these photos at night in your dorm – this will result in a failed project. Take many photos with different expressions.

2) Set up a letter-sized document (8.5 x 11 inches). You may make this portrait or landscape, though portrait will be the easier format to work with on this project.

3) Research to ensure your images they are high-resolution. One good source are Creative Commons images at www.flickr.com (use the Advanced Search box). Find a way to combine them. For example, one image might be a stormy sea, and the other a dramatic sunset. You want to edit these so that they seamlessly join together. Consider adding a colored Gradient Overlay to help harmonize the images.

4) Bring your best portrait photo into Photoshop and begin removing the background using the lasso, quick mask mode, refine edge, and Matting>Defringe. You may want to add HDR toning to give a gritty feel to your image.

5) Load up Illustrator and type out the name of your movie. Use the various text tools to make it look worthy of your poster – 3D Bevel and Extrude, text warp options, textures, etc. You can also use the techniques we covered in the Photoshop text exercises.

6) Finally, add some props to your poster – a vehicle, treasure, etc. Again, remove the backgrounds before adding them to your poster.

To Recap:

1) Bring your best personal photo into Photoshop and remove the background.

2) Add a background

3) Add a different sky using a gradient layer mask. For example, <http://www.mediacollege.com/adobe/photoshop/transparent/gradient.html>

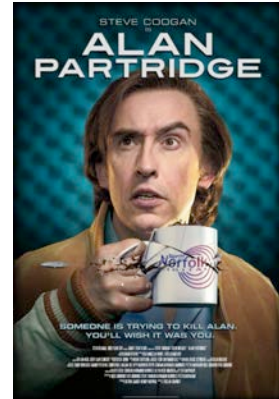
4) Add at least three props (a car, an explosion, animals, etc.)

5) Play with a colored gradient overlay to harmonize all the photographic elements. In this video example, the author uses color to focus on the cake in the photo. You can also use a solid color (use the paint bucket, not the gradient tool) to ensure everything in your design has a different tint: https://www.youtube.com/watch?v=RYsC741_cno

Grading

Do the following to score well:

- Use a well-lit, well composed photograph (10%)
- Strong composition (20%)
- Include the elements listed in the project description (20%)



HDR Toning

(taken from Photoshop Down & Dirty Tricks for Designers, Volume II, by Corey Barker)

1) Load up a photo in Photoshop. Choose Image>Duplicate to create a copy.

2) Image>Adjustments>HDR Toning...

3) In the Advanced settings, bring Saturation down to -100 to remove the color. Under Tone and Detail, make Detail quite high and adjust to your liking (make sure Preview is on). Exposure might need to be reduced to reduce some bright areas. Gamma might also need to be reduced.

4) In the Edge Glow section, consider turning on Smooth Edges. Play with Radius and Strength. Keep both sliders to the left, otherwise details will be blown out and lost. Hit OK.

5) Hold down SHIFT and drag the HDR duplicate image across to the original. Experiment with blend modes – Soft Light works well here.

6) Call up Hue/Saturation and click on Colorize. Adjust the sliders to influence the color mood of your image.

- Use of color and overall effort (50%)

Due Date

Email your poster to adumitrescu@sulross.edu as a JPEG no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-poster.jpg

---PROJECT SEVEN – Fumetti (Photonovel) ---

Work with two classmates to act out and photograph a series of photos to tell a story.

- Talk to your team to decide on a story to tell. Plan out your idea using thumbnails.
- Take your photos using good lighting and against a simply colored, plain background – this will make it easier to add a different background in Photoshop (N.B. a brick wall is **not** a good idea).
- Remove the background from each image and add your own in Photoshop.
- Include any props, vehicles, creatures, etc. digitally.
- Create your speech bubbles in Illustrator and copy them across to your Photoshop document.
- Your story should have a minimum of **twelve** panels.



Grading

Do the following to score well:

- Have twelve panels (20%)
- Carefully remove people and other objects from their backgrounds (30%)
- Artfully include speech bubbles without blocking the important parts of your images (20%)
- Effort and composition (30%)

Due Date

Email your fumetti to adumitrescu@sulross.edu as a PDF no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-fumetti.pdf

---PROJECT EIGHT – Digital Still Life ---

Paint a still life of objects important to you.

- 1) Start by assembling five objects. Due to the short class periods, you will have to work from a photograph of your still life. **You MUST photograph your sketch using natural light, unless you have access to a studio light set up.**
- 2) Choose a canvas and sketch out the still life in. Save your work.
- 3) Add a background color/gradient so that you're not working on white.

- 4) Begin adding color with a LARGE brush. At this stage you're trying to block in the various colors and not worrying about details or shadows.
- 5) Once you've filled the page with rough color, begin adding light and shadows.
- 6) Now you can start moving into details. My advice is not to make the piece too detailed but instead aim for a general impression of the objects.

Grading

Do the following to score well:

- Photograph your objects using NATURAL light (15%)
- Aim for a general impression of the still life and don't focus on every single detail (50%)
- Effort and composition (35%)

Due Date

Email your still life to adumitrescu@sulross.edu as a JPG no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-**still.jpg**

---PROJECT NINE – Three painted figures ---

Working with three class partners, take a series of photos using three figures. How you pose them is up to you – dramatic, restful, angry, lost, content, etc.

Take your best photo (or cut and paste a combination of photos to create a better composition) and bring it into Corel Painter.

Set up a new layer and use the Real Drippy Pen brush to sketch the three figures and simplified background. Remember not to sweat the details on the background – focus more on the three figures.

Hide the photo layer and find an interesting paper to use as a background. Make it a color other than white.

Begin painting your scene. Watercolor will probably work better here, but feel free to experiment with different media.

Grading

Do the following to score well:

- Photograph your three figures using NATURAL light (15%)
- Aim for a general impression of the figures and don't focus on every single detail (50%)
- Effort and composition (35%)

Due Date

Email your three figures to adumitrescu@sulross.edu as a JPG no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-**figures.jpg**

---FINAL PROJECT ---

There will be three class periods dedicated to a final project of your choosing (however, time spent outside the class working on this project will be essential). Here are your choices:



- **PIXEL ART PROJECT**
Take a number of buildings in Alpine and turn them into a side-scrolling set of pixel graphics. You must include some people and at least three kinds of vehicle. Perspective can be flat 2D or isometric. You may work in Photoshop (but be sure to change the software settings so that it works well for pixel art) or may try some other software such as GraphicsGale: <https://graphicsgale.com/us/>. The book *Pixel Art for Game Developers* by Daniel Silber is a good resource.
- **BIG BEND LANDSCAPE**
Using a sketchbook, create **nine** detailed pencil or ink drawings of somewhere in Far West Texas. You may have a mix of nature and architecture. Scan your strongest four and turn them into a digital illustration.
- **PORTRAITS**
A series of six detailed portraits.
- **GRAPHIC NOVEL**
Tell a story (your own creation or an existing story that is COPYRIGHT FREE) over at least THREE spread (two pages).
- **SELF-GENERATED PROJECT**
A project of your own choosing. **Be sure to discuss this option with the professor before beginning to work.**

Your exam will consist of you showing this to the class, and explaining your reasoning behind what you did. **This project will also be grade from 0-100%, and is worth 15% of your overall grade.**

Grading

Do the following to score well on this project:

- Ensure you work to the best of your ability and talents on this project.

Due Date

Email your project to adumitrescu@sulross.edu as a JPG no later than the date listed in the calendar. Format: LASTNAME-FIRSTNAME-final.jpg