

DE ANZA | ARTS 54 Intro to Visual Technology II 2019 FALL

Time	: Online
Place	: Online
INSTRUCTOR	: Gokce Kasikci
email	: kasikcigokce@fhda.edu
PLEASE CHOOSE TO EMAIL FROM CANVAS.	
Office hours	: Online, Mondays 9:00-10:00am.

SYLLABUS LAST REVISED

Wednesday, September 11, 2019

REQUISITES

Advisory: English Writing 211 and Reading 211 (or Language Arts 211), or English as a Second Language 272 and 273; Arts 53A.

COURSE DESCRIPTION

Introductory use of art and design software for the computer. Emphasis on the creative process and the computer as a tool used by artists and designers today. Software used are Adobe Photoshop and Adobe After Effects.

GOALS

- Student Learning Outcome: The student will further develop an awareness to the computer as an effective and important mode of visual communication used by artists and designers today.
- Student Learning Outcome: The student will demonstrate the creative potential of art and design software through directed laboratory exercises.

SOFTWARE

Mainly Photoshop, A short introduction to After Effects

TEXT

Coursebook: Classroom in a Book Photoshop (2019 release) The bookstore has the book, you may buy electronic or paper copy, it's up to you. We will do assignments from the book chapters. Alternatively, you may check to see if your local library carries the book. Any previous version will do.

Elaine Weinmann (Author), Peter Lourekas (Author)

HOW, CMYK, Print, any CS manuals.

Online resources: lynda.com, abduzeedo.com, behance.com, dafont.com, gettyimages.com, Any online tuts or vids.

CONTACTS AND COMMUNICATIONS

See my instructor's bio on Canvas. Please contact me via **canvas email**.

I will log on to the classroom nearly every day and the discussion forum is generally the best place to ask most questions. But if you need to contact me on an individual basis, please email me on canvas, and I will try to reply within 24 hours during the weekdays. (I have a family, and I may not be available on the weekends) Your communication is important to me!

My office hours are on Mondays from 9am to 10 am. I will hold my office hours also online. You can use Zoom on canvas to meet with me online. Zoom button is located on the left of the canvas navigation, towards the bottom.

DE ANZA | ARTS 54 Intro to Visual Technology II 2019 FALL

Time : Online
 Place : Online
 INSTRUCTOR : Gokce Kasikci
 email : kasikcigokce@fhda.edu
 PLEASE CHOOSE TO EMAIL FROM CANVAS.
 Office hours : Online, Mondays 9:00-10:00am.

CANVAS HELP

You can call 408.864.8969, or write to onlineeducation@deanza.edu. Here's the website for technical help: <https://www.deanza.edu/online-ed/help.html>

ONLINE CLASSROOM AND PROCEDURES

The Announcements area of the classroom that you see each time you log in will be used on at least a weekly basis to post updates and comments on class matters. Please check the announcements at least once a day. I often address important issues there, like common mistakes, misunderstandings, occurring questions, etc. The instructor will also email the class to remind students of important due dates.

HOME AREA ON CANVAS

This is the first place you should check. It shows what you need to do in a week. What we're learning this week is a short document that summarizes all the tools and tricks we will be covering. Please watch headline shows the lecture videos for the week. To do headline is the area where you see the work that you have to perform that week. Announcements will also be visible in the top area.

MODULES

The Course Materials area (MODULES), arranged in folders by week, houses the content for the course. Weekly lecture materials will be unlocked to students 3 or 4 weeks in advance on Sundays at 11:59pm, almost on midnight. You will have 7 days to complete the lecture videos, assignments and discussions. The grades will be posted when the assignments due date passes, within a week. Please note that your discussion assignments are set in a way that you will have one week to do your assignment and about 3 days to respond to 2 fellow students' work. Once the due date for the responses pass, your instructor will evaluate the work and your responses within a week. Lecture videos will be available moving on forward, but assignments will be closed once the due date passes. If you are going to be late submitting your work, please reach out to me so I can extend the deadline for you.

HOME TEAM GROUPS

Each one of you are assigned into a home team group randomly. Canvas algorithm has teamed you up, and selected a team leader. These team groups are created so you can have friends to talk to, if you want to have discussions, ask each other questions, or meet to discuss assignments. Home Team Groups are your area to post whatever you would like. I'd like you to think of it as having a couple of good friends in the class so you can have a community. Please be respectful to one another in answering and asking questions.

OFFICE HOURS

I will be available online through conferzoom on Mondays 9-10 am. You can drop in through conferzoom, and ask me your questions. There may be other students joining the session. If you'd like to have a private session with me, please email me so I can create a private session with you during my office hours.

DE ANZA | ARTS 54 Intro to Visual Technology II 2019 FALL

Time : Online
 Place : Online
 INSTRUCTOR : Gokce Kasikci
 email : kasikcigokce@fhda.edu
PLEASE CHOOSE TO EMAIL FROM CANVAS.
 Office hours : Online, Mondays 9:00-10:00am.

GRADING POLICY & CRITERIA

Final Grade in course is based on the following:

Weekly assignments: 10 percent of grade, 1 points each week, due Sundays at 11:59pm.

Participation: 30 percent of grade, 3 points each week. 1 point for the work that is well done, and 2 points for responding to two classmates' work in a well thought out comment. You will have 7 days to create the work and post, 3 days after that 7 days to post your comments. You can always submit earlier.

Two Milestone Assignments: 20 percent total, 10 percent each milestone assignment. Milestone assignments will be due around week 4 and week 9.

MidTerm: 20 percent of grade. It will be due on week 7.

Final Project: 20 percent of your grade. It will be due at the end of the term.

Students who receive a letter grade bellow a B+ can request an opportunity to update their project. A higher grade will be given only if an improvement is displayed in the work. The updated project will not be given a grade higher than a B+. Only projects that are tuned in on time can opt for a updated grade.

Final Grading Scale

100-93	A	82-80	B-	69-60	D
92-90	A-	79-76	C+	59	F
89-86	B+	75-70	C		
85-83	B				

Project Grading Scale

100-93	A	82-80	B-	69-66	D+
92-90	A-	79-76	C+	62-60	D
89-86	B+	75-73	C	59	F
85-83	B	72-70	C-		

EXERCISES AND PROJECTS:

Students will receive a handout for every project. Handouts will include a project outline, milestones, and due dates. All projects will be discussed, explained, and demonstrated in videos. Projects may include the following: Analog Collage, Photomontages, Personal Narrative, Editorial Collage, Animation Short.

ASSIGNMENT DUE DATE POLICY

Usually your assignments will be due on Sundays 11:59pm. Late work can be accepted with instructors consent. Late work will result in a lower grade determined by the severity of the delay.

Students must turn in work on canvas, or on google drive, as instructed, clearly labeled and organized. Naming convention is very important. Please name your projects as: *lastname_firstname_projecttitle*.

DE ANZA | ARTS 54 Intro to Visual Technology II 2019 FALL

Time	:	Online
Place	:	Online
INSTRUCTOR	:	Gokce Kasikci
email	:	kasikcigokce@fhda.edu
PLEASE CHOOSE TO EMAIL FROM CANVAS.		
Office hours	:	Online, Mondays 9:00-10:00am.

ACADEMIC INTEGRITY POLICY

Students are expected to follow and adhere to the college's academic integrity policy per the student handbook. This policy clarifies topics such as student responsibilities, dishonest, and plagiarism. All students should become familiar with this policy, which can be found at: <http://www.deanza.edu/studenthandbook/academic-integrity.html>

STUDENT CODE OF CONDUCT AND DISRUPTIVE BEHAVIOR:

It is my goal to create a welcoming and inclusive environment. I expect students to respect one another and carry themselves in a professional manner. Any disruptive behavior will be not acceptable and will be addressed by the instructor and the department.

ADMINISTRATIVE POLICY 5510

Foothill and De Anza Colleges consider the following principles essential to their educational mission and community life:

Mutual respect between students, faculty and staff; Pursuit of studies with honesty and integrity; Respect for College and personal property; and Compliance with all rules and regulations.

For more information please visit: <http://www.deanza.edu/dsps/dish/appendix/conducts.html>

STUDENT SUCCESS CENTER

Need help? De Anza's Student Success Center offers free online and on-campus tutoring and workshops! Visit <http://www.deanza.edu/studentsuccess> for our hours and information. Or just stop by to chat or sign up!

Academic Skills Center for workshops in ATC 302

General Subject tutoring in ATC 304

Listening & Speaking and World Language support in ATC 313

Math, Science and Technology tutoring in S43

Writing and Reading tutoring in ATC 309

Student Success Center Resources are available online to all De Anza students on Canvas: <https://deanza.instructure.com/enroll/MAF7Y8>

Time : Online
Place : Online
INSTRUCTOR : Gokce Kasikci
email : kasikcigokce@fhda.edu
PLEASE CHOOSE TO EMAIL FROM CANVAS.
Office hours : Online, Mondays 9:00-10:00am.

SYLLABUS
{SUBJECT TO CHANGE}

Week #	We'll be covering:
1	Introduction and review. UI, Pallets, selection, layers,
2	pixel vs vector, image size, pixel density, selections.
3	Layers, Brush, eraser tool, some adjustment layers, Milestone Project assigned (punk poster, analogue)
4	Adjustment layers, simple photo corrections. Follow up to milestone project, create a digital punk poster.
5	Masking, demo (a complex composition)
6	Masking and continue with demo on a more complex composition
7	Compositing, midterm is due
8	Photoshop filters, smart layers
9	Milestone 2 is due, Photoshop final is introduced
10	After effects introduction
11	Photoshop tips and tricks for Final Project
12	Finals Week