

Saint Mary's College High School

Introduction to Multimedia

Teacher: Ms. Numo Jaeger
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Room location: Room 102

Description:

This course is an introduction to multimedia using various software programs beginning with Illustrator and Photoshop. The course covers the use of vector graph techniques and bit map to create images for print, multimedia or web design. Students will generate typography, master basic drawing tools, develop their own unique patterns and utilize a variety of color palettes and libraries to achieve transparency and special effects. Transformation of objects to manipulating perspective, use of blends and gradients to produce airbrush effects. Creative work is supported by traditional art and design principles, consideration and critique of mass media, historic study of contemporary multimedia artists and designers.

Course Objectives

Explore multimedia possibilities
Distinguish between bitmap and vector graphic
Using the computer as a tool for creative self-expression and visual communication
Create a simple animation
Become acquainted with the principles of animation

Materials

Pencil
Flash/jump USB Drive

Lab Fee

There may be a small lab fee associated with this course.

Learning Outcomes

To make digital drawings, graphic designs and simple animation
Combine drawing and photography in a composite or montage
Edit photography
Collaboration
Personal Expression

Big Ideas

Community
Personal Identity
Communication
Social Justice
Valuing/Problem solving

Class Expectations

All students are expected to have read and signed the school *acceptable use policy* for computers. Students will be held accountable to the school's computer use policy. No food or drinks while working on the computer. No browsing on the Internet during any class discussions or presentations. Academic Integrity is important in this class as in all classes at Saint Mary's College High School. Plagiarizing written work or projects is strictly prohibited. Written assignments should be entirely the students' own work. Original multimedia artworks are expected to demonstrate the students' own thinking and skill and are expected to be the students' own work. Simply taking images/artwork from the Internet or other sources constitutes plagiarism. Work taken from other sources must be changed 60% or more to be considered to demonstrate the students' own thinking.

All work created for this class must be your own work. Playing computer games or other games, checking personal e-mail and participating in chatrooms etc. are strictly prohibited. No application of make up, grooming or dressing in class.

Saving your work:

All of your work should be saved on the network. Save often!

Due Dates

Projects are to be completed by the due date unless otherwise specified. Work is due at the beginning of the class.

Format:

There will be lecture/demos, reading and writing in and outside of class as well as classroom discussions and critiques.

The process of solving a problem is just as important as the solution. In addition to the final artwork, you may be required to demonstrate the phases or steps you took to complete the work in the design process. This can be turned in with your name on an envelope that is 10 x 13.

- A label with your name, date, project title
- Research evidence as used and notes (stuff from library museums, books)
- Thumbnail sketches, idea notes, rough sketches and comprehensives
- Print of finished project
- A written description supporting your visual solution that includes: a description of the assignment, your design goals and communication objectives.

Grading and Evaluation

Class projects 65%

Class Participation 15%

Quizzes /Writing 10%

Final Exam 10% of overall grade

Parents can check up on student's progress in class in through PowerSchool, telephone, and/or email. Parents may contact me at my email address, njaeger@stmchs.org. I check

my e-mail daily and I will respond promptly. Parents may also check the website to see what students are working on in class.

Methods of Assessment:

Students will be assessed in a variety of ways, including peer/teacher/student self-assessment on artworks. There will be multiple choice and free-response quizzes and exams, visual recognition of master artworks, in class discussion and critiques on student work and master artworks, there are some short paragraph-length essays, formal critical writing as well as group and individual oral presentations.

Additional Time for Work

Extra computer art time is available after school and lunchtime to continue working on multimedia pieces as needed by students.

As a studio multimedia art class the expectation is that students will actively participate in class creating their own individual artwork.

Absences

If a student is absent because of athletics or different pre-arranged reason, work that was missed for that absence is due on the date of your return. If you are absent because of illness, work is due within two of your scheduled class periods.

Please check the website for the content of the day's lesson and get notes and or information from your classmates. Find a "study buddy" in class.

Use of Electronic Media

No cell phone/blackberries/I-Phone use in class. (Unless prior permission is given by the teacher and it is used solely for class art purposes) This includes using the cell phone to take photos in class unless otherwise instructed. Computers in the classroom are for art classroom work only. They are not to be used to check personal e-mail accounts during class time. Proper netiquette is expected from students as outlined in the student handbook.

Grading Guidelines

A- Student has demonstrated **mastery above and beyond** assigned tasks

B- Student has demonstrated an **excellent grasp** of concepts and materials

C- Student has demonstrates a **good fundamental** understanding of materials

D- Student shows **limited understanding** or motivation in work

F- Student is non-productive in completion of tasks and expectations

Extra Credit

There is no extra credit per say in this class but work that receives a grade which is unsatisfactory to the student may be resubmitted after further work has been done to develop the piece and the work demonstrates a higher level of skill. Resubmission should occur within one week after the piece has been graded and returned to the student either

as a hard copy or an electronic submission. No reworked pieces will be accepted the 2 weeks before the end of the semester.

Proposed Project Ideas

3 types of Logos-Letter only, symbol only, letter and symbol

Business card

Image editing

Fantasy vacation story

Self-Portrait

Animation with sound/music

Software Piracy

Law strictly prohibits unauthorized copying of software that is used at school.

Suggested Reference Books (not required)

The Non-Designer's Design Book by Robin Williams

Visual Quick Start Guide Photoshop CS3

Visual Quick Start Guide Illustrator CS3

Visual Quick Start for Flash CS3

Brief Class Outline

August/September

1. Introduction to Illustrator computer program

 Vector vs Bitmap

 Illustrator tools

 Short cuts

2. Identity and symbols, and future dreams

 Personal Symbols and logos

 Different types of logos

 Text Only

 Symbol Only

 Symbol and Text

Business Card

September/October

PhotoShop Program

Artists

Andy Warhol and Pop Art

Adjusting photos

Color balance

Brightness and Contrast

Hue and saturation
Shadows
Midtones
Highlights

Combining together Images
Exotic Vacation

Learning the tools/tool bar
Crop
Flatten
Image size
Move tool
Selection tool
layer
palette
Working with selections

Self Portrait Brainstorming

November/December

Animation with Flash Program
Principles of animation
StoryBoards
Cells
Character development
 Physical attributes
 Personality attributes

Behavioral Expectations for the Classroom

Students are expected to treat each other with tact and respect at all times. They will exhibit personal and academic integrity. Attendance and punctuality in class are important.

1. Bring your materials/books/project/Flash drive and/or materials and to class as required.
2. Be ready to work when the bell rings or the beginning of class
 - a. Be seated and ready to listen to directions
 - b. Do not touch materials that may be out in the classroom until directions are given.
3. Respect other people, their property and community property
 - a. Raise your hand if you have a question or comment
 - b. Treat your classmates and teacher with kindness and respect
 - c. Do not write on, mark or damage the room furniture
 - d. Do not write on, handle or destroy other people's work

4. Use of art materials
 - a. Materials stay in the classroom
 - b. Materials in the room are for the class assignment. Do not ask for materials for your other classes.
 - c. Do not waste the materials. If you make a mistake turn it into an opportunity for creativity!
 - d. Recycle!
5. Expected classroom behavior
 - a. No gum, computer games, card games, cell phone use, cell phone photography, dice during class time
 - b. Not eating in the art classroom
 - c. Do not wear hats or sunglasses in the classroom
 - d. The classroom is not a place to do your personal grooming. Do not put on your makeup, brush your hair put on perfume or hairspray in class. Please use the bathroom for these activities.
 - e. Do not dress or undress in the classroom
 - f. No swearing or teasing in class. Use appropriate school language.
 - g. Keep you hands, feet and objects to yourself.
 - h. Use your five-minute passing period to use the bathroom. This is not the bathroom class!
 - i. The computers are only for multimedia art work/research. Not for checking your 3-mail, games, myspace or other activities.
6. End of Class behavior
 - a. Everyone helps to clean the classroom. No exceptions. Make this a nice place to work.
 - b. Please sit down in your seat at the end of class for final directions and end of class wrap up. Please wait to be excused. I check the classroom at the end of each class.
 - c.
7. Homework/in class work
 - a. If you are absent, you are responsible for the information/assignment that you have missed. Check the website or call a “study buddy” for the days work!

Multimedia Class Character Rules/Ethics

1. Be trustworthy
2. Be truthful
3. Be a good listener
4. Be respectful
5. Be kind and caring
6. Be your best

Consequences:

1st offense-Warning

2nd offense-Classroom detention

3rd offense-Assistant Vice Principal/detention/phone call home

Severe disruptions will result in immediate referral to Assistant Vice Principal!

Tear off here

Multimedia classroom Student Behavioral Expectations/Rules and Ethics

Dear Parent and students,

I look forward to working with your teenager this year in art class. Thank you for reading the art classroom student expectations/rules with your teen. Please sign the contract below and return this to me with in five days or sooner.

Sincerely,

Numo Jaeger

Fine Arts Teacher

I have read the art room student expectations and rules and will follow them.

Student printed name _____

Student signature _____

Parent signature _____