ARTS 187 – Photography I

UNM Valencia, Digital Media Arts
Fall 2013
Tuesday | Thursday, 10:30am - 1pm
UNM Learn Enhanced Course
Professor: Alexa Wheeler
alexa08@unm.edu

Campus Office Hours: W - 2:30 - 4:30 & by appointment

Virtual Office Hours: by email, text, IM, and by appointment for live chat
                                        **see "How to Contact the Instructor" below

Office: Business & Technology Building Rm. 110A

Course Description

Photography I is an introductory course in traditional black & white photography. The course is designed to provide students with a working knowledge of both the basic technical science and the aesthetic art of the photographic media. Each student will seek to expand the possibilities of the creative, technical, and conceptual aspects of their image making through photography. Class lectures, demonstrations, readings, and group discussions will introduce various issues of design and many concerns in traditional and non-traditional photography and photography history. Assigned projects, technical demonstrations, and group critiques will assist in the critical understanding and personal growth of each student, both better preparing him/her for further study in contemporary photography.

Objectives

- Develop a basic understanding of the foundations of traditional photography techniques, including shooting, developing, printing, scanning, and storing images, in the darkroom and basic digital storage for archiving.
- Demonstrate an excellent understanding of the film developing and print processing techniques.
- Demonstrate an excellent understanding of exposures and lighting.
- Enhance your ability to think visually and communicate your ideas as such.
- Perfect your ability to discuss and defend your work in relation to concepts, ideas, techniques, processes, and experiences.
- Understand major developments in photography as they have occurred throughout time.
- Demonstrate an excellent understanding of the components of art and design (balance, unity, line, composition, color theory, visual rhythm, etc…), and use this language to discuss, debate, and create.

Student Responsibilities/Attendance/Participation

Student Responsibilities:
- Students must have basic computer and file management skills for all DMA courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 4 GB) to every class. Make sure it is clearly labeled with your name on it. Always keep a back-up of ALL classwork.
- Have a UNM email to access UNM Learn:
    o Students will access supplemental information, class agenda/syllabus, and their grades through UNM Learn at https://learn.unm.edu. Just enter your NetID and

your password. You must set-up a UNM email account (https://netid.unm.edu) if you do not already have one.
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Students must access required subscription to Lynda.com to succeed.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.
- **COMPUTERS WILL BE OFF DURING ALL CRITIQUES!!!**

Attendance/Participation:
- Students are required to complete all projects on time, participate in scheduled critiques/ class discussions, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for three consecutive class periods and have made no attempt to text/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.
- Students will need to work a few hours each week in addition to the scheduled class times. Open lab hours will be announced

Grading Policy

Grading:
- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work, participation in critiques and class discussions, and the general willingness to try. Make each project meaningful to yourself!
- Each assignment will culminate in a critique, which will consist of pinning up your work and/or projecting your completed work in class for all to see. All due dates will be announced in the YELLOW BOX on UNM Learn, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will need to make arrangements with me if you are planning to make-up the work, and a fair grade will be issued once the work has been submitted, presented, and critiqued, minus an automatic one letter grade deduction.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, and incomplete may be issued.

Grading Breakdown

Projects (3)	60 points	20 points each
Final Project	30 points	
Individual Meeting	10 points	for attendance
Extra Credit	10 points maximum for the semester.	

Points will be added up and a letter grade will be issued according to the following scale:

A+	101+
A	94-100
A-	90-93
B+	88-89
B	84-87
B-	80-83
C+	78-79
C	74-77
C-	70-73
D+	68-69
D	64-67
D-	60-63
F	50-59

How to Contact the Instructor

Weekly Office Hours:
- Office Hours are held weekly on-campus and virtually.
- On campus, the office hours are W - 2:30 - 4:30 & by appointment
- Virtually, reach me any other time through email , text, IM (see below).

Email:
- I prefer all email to be from the internal UNM Learn class email. How to email through UNM Learn is clearly explained in the "Getting Started" Learning Module. I will check this UNM Learn email regularly and will respond to all emails within 48 hours, and usually sooner.
- Although less preferred, you can email me at alexa08@unm.edu. In the Subject Line of the email, ALWAYS write your full name and class number. For example – "Laurie Anderson ARTS 187"

Instant Messaging:
If I am available to talk, I will set my status to online. You will first need to set up an account with the following services, then you can use these IM services:

Google Talk - "alexatoast"
Set up a Gmail account: gmail.google.com
Email me with your gmail address: alexatoast@gmail.com
I will add you & you add me to your buddy list
GOOGLE TALK HELP: http://www.google.com/support/talk/?hl=en

Yahoo Messenger – "alexatoast"
Download Yahoo Messenger:
Mac: http://messenger.yahoo.com/download/
PC: http://messenger.yahoo.com/download/win/
Once successfully downloaded, open the program. Add me to your contacts by clicking on the "+" at the bottom left of the screen. My Messenger ID is – alexatoast@yahoo.com

AIM (AOL instant messaging) – "alexawheeler"

Skype – "alexatoast"
Download a Skype account:
Mac: http://www.skype.com/download/skype/macosx/
PC: http://www.skype.com/download/skype/windows/
Once successfully downloaded, open the program. You can "call" me by typing – alexatoast – in the search bar.

SKYPE HELP: http://www.skype.com/help/guides/

Text:
You can also reach me **BY TEXT ONLY** at: 505-515-1055. I WILL NOT answer phone calls and ask that you please NEVER LEAVE A MESSAGE!!! Any messages left by students will be deleted and will not constitute an attempt at communication. In the event of an absence, you will be counted unexcused if you only left a message and made no other written attempt at communication. All communication between instructor and student outside of class time MUST be in written format for this class. If you must reach me or have an emergency, USE: email, IM, text, or my office phone (if needing to leave a message – as a last resort) at 925-8702.

Supplies, Support Information, Resources, & Tutorials

Open Studio Time – Digital Media Arts Open Lab & Darkroom:
- Located in Room 123A in the Business & Technology Building (directly in front of the current B&T open computer lab Room 123). You will need to enter the lab through the current B&T computer lab and sign-in to use the computers.
- Monday through Thursday 8:00am to 8pm
- Friday 8:00 am to 5pm
- **Darkroom** open T & TH after class until 2pm, M & W by request only, closed F

Support for UNM Learn:
- - UNM Learn help: http://UNM Learninfo.unm.edu/student/.

DMA / UNM Valencia Tutoring Services:
- We are proud to have our very own DMA tutor available for Digital Media Arts specific courses! You can walk-in or if you prefer to make an appointment during these times, please call the Learning Center at 925-8900.
- Custom tutoring services are available through The Learning Center http://www.unm.edu/~tutor/. Even online tutoring is available!

Other tutorials: I will post a number of links to video tutorials in UNM Learn for this course.

Instructor Support:
- Please see "How to Contact the Instructor" for methods of contacting the instructor for help.

Community Support:
- We will have a HELP FORUM discussion board in the UNM Learn course. Use this as a place to post questions to the community. It is important for peer learning and peer communication to enhance our community.

Supplies:

- 35 mm camera (manual or one with a manual option)
- RC multi-grade photo paper – UNMV Bookstore
- Kodak T-max 100 or 400 speed black & white film (NO black box film from Wal-Mart/Walgreens, etc…)- MUST BUY AT UNMV BOOKSTORE!!!
- Pair of rubber gloves (thick dishwashing type)
- apron
- Negative sleeves (plastic, NOT glassine) – SHARE with someone
- Scissors & can opener
- Flash Drive (4 GB or higher)
- Folder/binder for photos
- Full page clear sleeves

Course Schedule

Fall 2013:
Semester begins Monday, August 19
Semester ends Saturday, December 14
HOLIDAYS:
Fall Break: October 10 - 11
Thanksgiving Break – November 28 - December 1

Dates	Schedule	Projects
Week 1	• Introductions • Review Syllabus • Review UNM Learn • Darkroom Tour • Equipment & Supplies Overview	
Week 2	• Lecture • Demo: Photograms, darkroom, enlarger, develop prints	
Week 3	• Lecture • Work time • **Project 1 Due** • **FILM**	**Project 1** Due: Photograms
Week 4	• Demo: darkroom - printing with negatives, developing prints • Load film, camera, lenses, aperture, shutter, shoot film, develop film	
Week 5	• Work time	
Week 6	• Work time	
Week 7	• Lecture	
Week 8	• **Project 2 Due** • FALL BREAK	**Project 2** Due: Urban Landscape
Week 9	• Demo – Lighting/Studio • Work time	
Week 10	• **FILM**	
Week 11	• Work time	
Week 12	• Work time • **Project 3 Due**	**Project 3** Due: Lighting and Mood/ Portraiture
Week 13	• Lecture – Artists Books and the Narrative • Demo: Alternative Darkroom Techniques • Individual Meetings Thursday	
Week 14	• Individual Meetings Tuesday • THANKSGIVING BREAK	
Week 15	• Work time	
Week 16	• Work time • **Final Project Due**	**Final Project Due**: Narrative

Project 1: Photograms

Objective:
To study two-dimensional design and introduce basic darkroom printing techniques.

Round 1:
Compose and print four 4" x 5" photograms. Group critique will discuss design principles and basic exposure.

Round 2:
Do a second round of prints (two 4" x 5" photograms) based on what was discussed during the critique of the first round of prints. Group critique will compare the first round to the second round.

Project 2: Urban Landscape

Objective:
Select visual imagery that highlights how the man-made urban landscape intersects with the natural landscape. Make sure an element of both urban and natural are exhibited in each photograph together. Propose an interpretation on your history of the area you choose to shoot. We will go on a class field trip for at least one shoot. Demonstrate your knowledge of aperture, shutter speed, and the law of reciprocity. Think up, compose, shoot, and print six prints based on these criteria:

Process:
Shoot as many pictures as needed. Consider composition, focus, metaphor, and depth of field. Correct contrast, highlights, midtones, and shadows will be considered when grading. Print six photographs at least half-sheet in size.

Project 3: Portraiture

Objective:
Research how light affects composition to create mood using lighting and portraiture as the subject matter. Pick a concise theme. We will try to go on a class field trip for at least one shoot. Learn how to create different moods/atmospheres. Tell a story – what is YOUR history of the chosen subject matter. What do you want to show, discuss, divulge to your audience. Observe and manipulate the image with light. Trust your knowledge of lighting under some extreme conditions. We will experiment with the lighting studio for some shots. Consider: who or what is the object of a portrait? Must a portrait be of a human? Why? Why not?

Process:
Print 6 full-sheet compositions that follow your narrative history and choice of subject matter.

Final Project 4: Narrative

Objective:
Explore and develop an idea using multiple images to create a narrative. This series should engage the viewer, draw him/her in, and clearly convey the thought of you, the photographer. Take this opportunity to think conceptually and linearly – think of how books have a beginning, middle, and an end. You must present your ideas in a manner in which the viewer can "read" the narrative. Use this as an outlet for personal expression and interpretation.

Process:
Shoot and print compositions that will explore the development of a common idea and/or subject through the use of multiple imagery. Shoot and print as much as needed. Create a narrative with your images, of which you have to have at least 6 full sheet prints.

Print Developing Process

1- Developer
90 seconds

2- Stop
30 seconds

3- Fix
5 to 10 minutes depending on print size

4- First Water Bath
3 to 5 minutes depending on print size

5- Second Flowing Water Bath
5 to 10 minutes depending on print size

6- Remove Prints and Place in Drying Rack

Film Developing Process

1- Developer
400 speed film: 6 minutes @ 68°
100 speed film: 6.5 minutes @ 68°

Tank size:
Single, 250ml: 50ml developer, 200ml water
Double, 500ml: 100ml developer, 400ml water

1 minute continual agitation, 10 seconds for each additional minute (5 seconds during each 30 second interval), then dump down sink

2- Stop
Continual agitation for 30 seconds, then dump down sink

3- Fix
5 minutes: 1 minute continual agitation, 10 seconds for each additional minute, pour in pitcher, DO NOT DUMP DOWN SINK

4- First Water Bath
1 minute, stick hose in tank and run water

5- Hypo Wash
1 minute continual agitation then dump down sink

6- Second Water Bath
10 minutes, stick hose in tank and run water

7- Photo Flow
Let sit for 1 minute, then dump down sink

8- Remove film from tank and reel**, squeegee** with fingers and **hang** in dryer. **DO NOT OPEN** dryer while on**.**

***WEAR GLOVES FOR STEPS 1 THROUGH 7!!!