

ARTS 187: Introduction to Photography

Syllabus

ARTS 187: Introduction to Photography

UNM Valencia, Digital Media Arts

Fall 2017 - Tuesdays & Thursdays: 10:30 am – 1:00 pm

Business, Technology & Fine Arts Building, Room B105 and Photography Darkroom, B149

UNM Blackboard Learn Enhanced Course

Instructor: M. Paige Taylor

Contact: mpaigetaylor@unm.edu

Campus Office Hours: Tuesdays, 1:00-2:00 pm

By appointment only on Tuesdays & Thursdays, 9:00-10:00 am

I'm always available via email (usually with a 24-hour response time)

Remember to include your full name and class name in the email.

Office location: Photography Darkroom, B149

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, online videos, 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.

STUDENT LEARNING OBJECTIVES

Students will:

- Gain an understanding of the foundations of traditional photography techniques including shooting film (in manual, aperture-priority, and shutter-priority modes), developing film, darkroom printing, and scanning film for digital printing and back-ups.
- Learn to control film exposures for light, motion, and depth of field.
- Learn to print contact sheets, edit images, make black & white prints with and without negatives.
- Strengthen their ability to think creatively and visually, and successfully communicate their ideas through the visual language of photography.
- Hone their skills in discussing and critiquing their peer's artwork, as well as, discussing and defending their own artwork in a class critique setting and through small written assignments.
- Demonstrate an excellent understanding of the principles and elements of art (i.e. balance, rhythm, composition, color, etc.) and use this language in class critiques.
- Become more familiar with contemporary and historic artists/photographers as inspiration for their own practice.

STUDENT RESPONSIBILITIES:

- Students must have basic computer and file management skills for all DMA courses. Custom tutoring services are available through the Learning Center. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Have a **USB Flash Drive** (at least 8 GB), or other cloud-based or external hard drive, for storing digital scans from negatives and written assignments. Make sure USB/external hard drives are clearly labeled with your name on it.
- **UNM Email & Blackboard Learn Access:** Beginning Fall 2015 semester, all UNM-Valencia students will be required to have a UNM Net ID which can be created by going to: <http://it.unm.edu/accounts/>. UNM Net ID will give you access to the computer labs on campus, UNM Blackboard Learn and UNM Email. Make sure to update this information as your method of contact under personal information on Lobo Web.
- **Lynda.com Access:** Students must be able to access online tutorials at Lynda.com. The video tutorial library is available for free to UNM students. Login in at lynda.unm.edu with your UNM Net ID.
- **Computer Lab Responsibility:** Please be advised that use of computer labs on UNM properties is governed by "Policy 2500: Acceptable Computer Use" which can be found at <http://policy.unm.edu/university-policies/2000/2500.html>. Food and drink are also prohibited in any computer lab on campus. Anyone violating these policies is subject to possible suspension and loss of computer lab privileges.
- In an effort to meet obligations under **Title IX**, UNM faculty are considered responsible employees. This designation requires that any report of gender discrimination which includes sexual harassment, sexual misconduct and sexual violence made to a faculty member must be reported to the Title IX Coordinator and the Office of Equal Opportunity (oeo.unm.edu). For more information on the campus policy regarding sexual misconduct, see: <https://policy.unm.edu/university-policies/2000/2740.html>
- **Academic Dishonesty and Plagiarism:** Each student is expected to maintain the highest standards of honesty and integrity in academic and professional matters. The University reserves the right to take disciplinary action, including dismissal, against any student who is found responsible for academic dishonesty. Any student who has been judged to have engaged in academic dishonesty in coursework may receive a reduced or failing grade for the work in question and/or for the course. Academic dishonesty includes, but is not limited to, dishonesty in quizzes, tests or assignments; claiming credit for work not done or done by others; hindering the academic work of other students; and misrepresenting academic or professional qualifications within or outside the University.
- **If you have a disability**, please inform the instructor of your needs as soon as possible to ensure that your needs are met in a timely manner.
- **Cell phones** need to be muted during instructional time and class critiques. If you must receive a call, leave the classroom/darkroom before you answer. No phone conversations, web browsing, emailing, or texting during lectures, demos, discussions, or critiques.
- **Printing:** Students must use their Lobo cards or their Net ID (UNM email) and password to use the printers. \$0.07 for black and white, \$0.35 for color. Students receive \$10 per semester on their Lobo card.

ATTENDANCE AND PARTICIPATION:

- Students are required to complete all projects on time, participate in scheduled critiques, class discussions, and maintain a safe, respectable, positive class/studio 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 contact the instructor, 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 studio/darkroom hours will be announced.

GRADING POLICY

- 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 hanging your work in the student gallery. All due dates are listed 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 the instructor 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.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, an incomplete may not be issued.

Grading Breakdown

Project 1	15 points		<u>A+ 101+</u>
Project 2	20 points		<u>A 94-100</u>
Project 3	25 points		<u>A- 90-93</u>
Individual Meeting	10 points	for attendance & proposal	<u>B+ 88-89</u>
Final Project	30 points		<u>B 84-87</u>
-----	100 points	TOTAL	<u>B- 80-83</u>
Extra Credit	10 points	maximum for the semester	<u>C+ 78-79</u>
Receive up to 10 points extra credit for visiting an art gallery or museum and completing the "Looking at Art" sheet. Receive 5 points extra credit for attending visiting artist talks at UNMV. Instructor signature is required on the attendance form for credit. Receive 5 points extra credit for submitting work to the student art show. See UNM Learn for forms and more information.			<u>C 74-77</u>
			<u>C- 70-73</u>
			<u>D+ 68-69</u>
			<u>D 64-67</u>
			<u>D- 60-63</u>
			<u>F 50-59</u>

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

SUPPORT INFORMATION, RESOURCES, & TUTORIALS

- **Open Studio Time: Digital Media Arts Open Lab:**
 - The darkroom will be open during the class time listed as “studio work time” on the class schedule, page 7. The darkroom may be open additional hours depending on the department studio assistant. Hours TBA.
 - The Open Studio Computer Lab is located in Room 123A in the Business & Technology Building. Hours are posted outside the entrance.
- **Support for UNM Blackboard Learn:**

UNM Blackboard Learn help: <https://learn.unm.edu/>
- **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 UNM The Learning Center at <https://valencia.unm.edu/campus-resources/the-learning-center/index.html>
 - Online tutoring is also available.
- **Online Tutorials:**

Lynda.com Online Video Tutorial Library available free of charge to UNM students.
Login in at lynda.unm.edu with your UNM Net ID.
- **Instructor Support:**

Please feel free to email me at anytime with questions or concerns. Visit me during office hours or make an appointment.
- **Community Support:**

We will have a HELP FORUM discussion board in the Blackboard 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.
- **Accessibility & Equal Access:**
 - UNM-Valencia’s accessibility/ADA compliance website:
<http://valencia.unm.edu/about/accessibility.html>
 - UNM-Valencia’s Equal Access Services website:
<http://valencia.unm.edu/students/advisement-and-counseling/equal-access-services.html>

SUPPLIES

Required:

- Manual 35mm film camera (*borrow from a friend/family - limited number available for check out from the department*)
- Black & white, multigrade photo paper (*Ilford, UNM bookstore*) (*Consider sharing a box*) \$
- Kodak T-max 100 or 400 speed black & white film (*UNM bookstore*) \$
- Plastic negative sleeves (1 sheet for each roll of film) (*Consider sharing a package - limited number available from dept*)
- USB external hard drive (jump drive, thumb drive). The bigger the better.

Recommended:

- Tripod
- Photo print storage and presentation (*folder, box, 3-ring binder with plastic sheets*)

METHODS OF INSTRUCTION

Methods of instruction include in-class lectures, demonstrations, discussions, studio work-time, small writing assignments, project presentations and class critiques. There will also be supplemental out-of-class and online instruction/homework that will include watching required video tutorials (at lynda.unm.edu).

In-Class Lectures, Demonstrations, Discussions, Studio Work Time – each week we will meet twice on campus. A variety of issues will be presented and discussed.

Project Presentations and Critiques – There will be a total of four projects due throughout the semester. Guidelines will be detailed weekly in class, on the syllabus, and in UNM Learn. On days where you present your finished work to the class, we will come together as a group to critique the work and provide feedback to each other.

Video Tutorials – On UNM Learn, the student will access links to online video tutorials introducing, explaining, and/or reviewing techniques and concepts current to the material covered in the classroom. Students must watch the required online video tutorials within the week they are assigned and be prepared to discuss or demo techniques in class.

Other Activities – There may be other learning activities, like reading assignments, associated with the weekly content of the course that will be found in the Learning Modules or given in class. Students are required to make new photographs for their projects. Please allow or schedule the time to shoot OUTSIDE of class time.

PROJECTS

Project 1: Photograms | 15 points | Due 8/29

Objectives:

- Introduce students to the basics of black & white darkroom printing.
- Get students used to thinking about making images with light and the absence of light.

Assignment:

Make (at least) three photograms. Each photogram should be printed on 8x10-inch paper. Try making one with natural or organic materials like leaves, flowers, rocks, etc. Try making one with fabricated objects like keys, coins, pencils, stuff in your purse or backpack. Try making one with a combination of materials (organic, fabricated) or other materials like fabric (lace), magazine pages, text, and anything else you can think of.

Hang your three final prints in the student gallery for class critiques.

PROJECT 2: Exposing for Motion & Depth of Field | 20 points | Due 9/19

Objectives:

- Learn how to use a manual film camera and know how to correctly expose the film for the correct amount of light, to show motion, to freeze motion, to create shallow depth of field, and a deep depth of field.
- Develop black & white film and make a contact sheet.
- Make traditional black & white prints from a negative in the darkroom.

Assignment:

Using the information you learn about the exposure triangle, ISO, shutter speeds, and apertures (f-stops), shoot at least one roll of film (shoot more than one roll, if possible).

Shoot four kinds of photos and print one of each on 8x10-inch paper:

1. a photo that freezes motion: photograph someone or something moving quickly with a fast shutter speed, something faster than 1/60 second (1/125, 1/250, 1/500...).

2. a photo that shows motion (blur): photograph a person or thing moving in the frame with a slow shutter speed, something slower than 1/60 second (1/30, 1/15, 1/8 ...)
3. a photo with shallow depth of field, where only one thing or one part of the image is in focus. Use the biggest aperture your camera has, like f/2.8, f/4, f5.6 ...).
4. a photo with deep depth of field, where everything in the image is in focus. Use the smallest aperture your camera has, like f/22, f/16).

Hang your contact sheet(s) and four final prints in the student gallery for class critiques.

PROJECT 3: Natural & Artificial Light | 25 points | Due 10/17

Objectives:

- Learn how to correctly expose film for shooting in a variety of natural and artificial lighting situations.
- Practice shooting portraits and land/urbanscapes.
- Develop black & white film and make contact sheets.
- Make traditional black & white prints from a negative in the darkroom.

Assignment:

Using the information you learn about the exposure triangle, ISO, shutter speeds, and apertures (f-stops), shoot at least one roll of film (try to shoot more than one roll, if possible).

Shoot six kinds of photos and print one of each on 8x10-inch paper:

1. a land/urbanscape during the day (sunny and/or overcast)
2. a land/urbanscape during twilight and/or at night (show the light from the moon and stars, street and house lights, neon signs, digital screens, etc.). (Think about using a tripod and slow exposure.)
3. a portrait outside in the sun
4. a portrait outside in the shade
5. a portrait inside next to a window during the day
6. a portrait inside with artificial lights

Hang your contact sheet(s) and six final prints in the student gallery for class critiques.

FINAL PROJECT: Narrative | 40 points | Due 12/5

Objectives:

- Create a series of work, based on a self-directed subject matter agreed upon in the individual meeting with the instructor, that tells a story or creates a narrative.
- Incorporate the methods learned in class to create a cohesive series of printed images to present in class.

Process:

Write a project proposal to be reviewed during individual meetings. The proposal should be typed and printed; minimum of one paragraph, maximum of one page. The written proposal is due at the time of the individual meeting.

Considering the techniques and methods learned in class, shoot and print a cohesive series of 5-10 images that work together to express a narrative or tell a story. Final prints should be 8x10 inches.

Write an artist statement for final project. The statement should be typed and printed; minimum of one paragraph, maximum of one page.

COURSE OUTLINE & CLASS SCHEDULE

WEEK 1 Tuesday 8/22 Thursday 8/24	- Introductions. Review syllabus, UNM Learn. Intro to Project 1: Photograms (for Thursday: get paper, photogram objects)(Borrow manual film camera.) - Tour darkroom. Photogram demo. Make Photograms.	
<i>Homework: Lynda.com video tutorials. (exposure triangle, loading film, manual film camera)</i>		
WEEK 2 Tuesday 8/29 Thursday 8/31	- Project 1 due: Class critiques. (Hang artwork in Student Gallery) (for Thursday: bring manual film camera, buy film) - Intro to Project 2: Exposing for Motion & Depth of Field Presentation on manual film cameras. Demo/practice with film cameras. Check out cameras. Load film.	Project 1 Due: Photograms Tues. 8/29
<i>Homework: Shoot for Project 2: Exposing for Motion & Depth of Field</i>		
WEEK 3 Tuesday 9/5 Thursday 9/7	- Demo on loading film on reel. Practice. Demo on developing film. Students start developing film. Finish shooting on campus, if needed. - Demo making contact sheets. Student finish developing film, start making contact sheets.	
<i>Homework: Shoot for Project 2: Exposing for Motion & Depth of Field</i>		
WEEK 4 Tuesday 9/12 Thursday 9/14	- Demo printing and test printing. Students work on Project 2. - Studio work time. Students finish printing Project 2.	
WEEK 5 Tuesday 9/19 Thursday 9/21	- Project 2 Due. Class critiques. (Hang artwork in Student Gallery) - Finish class critiques, if needed. Intro to Project 3: Natural & Artificial Light	Project 2 Due: Exposing for... Tues. 9/19
<i>Homework: Shoot for Project 3: Natural & Artificial Light</i>		
WEEK 6 Tuesday 9/26 Thursday 9/28	- Demo studio portraits. Students practice. Students make portraits. - Demo open flash? Studio work time. Students shoot portraits inside with lights and outside with natural light. Students make land/urbanscape photos on campus. Make light drawings in dark area. Develop film.	
<i>Homework: Shoot images for Project 3: Natural & Artificial Light</i>		
WEEK 7 Tuesday 10/3 Thursday 10/5	- Studio work time. Shoot, develop film, print. - Studio work time. Shoot, develop film, print.	
<i>Homework: Shoot images for Project 3: Natural & Artificial Light</i>		
WEEK 8 Tuesday 10/10 Thursday 10/12	- Studio work time. Finish printing. - Fall Break. No Class	
WEEK 9 Tuesday 10/17 Thursday 10/19	- Project 3 Due. Class critiques. (Hang artwork in Student Gallery) (for Thursday: ideas for final project) - Finish class critiques, if needed. Intro to Final Project: Narrative. Brainstorm final projects with class. Write/edit final project proposal. Sign up for individual meetings.	Project 3 Due: Natural & Artificial Light Tues. 10/17
WEEK 10 Tuesday 10/24 Thursday 10/26	- Demo scanning negatives. Individual meetings. Students scan. - Finish individual meetings. Students scan. Studio work time.	Individual meetings. Project proposal due. Tues. 10/24
<i>Homework: Shoot images for Final Project: Narrative</i>		

COURSE OUTLINE

WEEK 11 Tuesday 10/31 Thursday 11/2	<ul style="list-style-type: none"> - Studio work time. Develop film, print. Presentation: Looking at specific artists for individual projects. - Studio work time. Develop film, print. 	
<i>Homework: Shoot images for Final Project: Narrative</i>		
WEEK 12 Tuesday 11/7 Thursday 11/9	<ul style="list-style-type: none"> - Studio work time. Develop film, print. - Studio work time. Develop film, print. Presentation: How to write an artist statement. 	
<i>Homework: Shoot images for Final Project: Narrative</i>		
WEEK 13 Tuesday 11/14 Thursday 11/16	<ul style="list-style-type: none"> - Studio work time. Develop film, print. Work on artist statement. - Studio work time. Develop film, print. Work on artist statement. 	
<i>Homework: Shoot images for Final Project: Narrative</i>		
WEEK 14 Tuesday 11/21 Thursday 11/23	<ul style="list-style-type: none"> - Studio work time. Develop film, print. Work on artist statement. - Thanksgiving. No Class 	
<i>Homework: Shoot images for Final Project: Narrative</i>		
WEEK 15 Tuesday 11/28 Thursday 11/30	<ul style="list-style-type: none"> - Studio work time. Print. Edit artist statement. - Studio work time. Finish Printing. Finish and print artist statement. 	
WEEK 16 Tuesday 12/5 Thursday 12/7	<ul style="list-style-type: none"> - Final Project Due. Class critique. (Hang artwork in Student Gallery) - Finish class critiques. 	Final Project Due: Narrative Thurs. 12/5