ARTS 2410 – Photo I

UNM-Valencia, Studio Course, Spring 2020

Professor: Alexa Wheeler | alexa08@unm.edu

Class time & location: Tuesdays & Thursdays, 10:30am - 1pm, Fine Arts (B&T Building) Darkroom Room 149

Campus Office Hours: Tuesday & Thursday 1pm - 3pm*
                                      *and by appointment
Virtual Office Hours: Monday 10am - 12pm*
                                      *and by appointment
                                      *see "How to Contact the Instructor" below
                                      *off-campus
Office: Academic Building Rm. A142F

Course Description

This course introduces the fundamental techniques of black and white photography, which includes camera functions and use, exposure techniques and film processing, traditional darkroom printing, and presentation of work.

Objectives

- Demonstrate competent film development and photographic printing skills
- Demonstrate an emerging understanding of aesthetic, compositional, conceptual, and communicative tools in photography including lighting and dynamic composition techniques.
- Be able to critically analyze and discuss photographic images using photographic terminology
- Demonstrate proper image adjustment and correction techniques, and apply proper exposure techniques

Supplies

Most items (aside from a camera) are available at the UNM-Valencia Bookstore. *You should buy the photo paper and film from the UNM-Valencia Bookstore because that paper is specific to the chemicals we have in the darkroom.*

- 35 mm camera (manual or one with a manual option)
- RC multi-grade photo paper
- Kodak T-max 100 or 400 speed black & white film (NO black box film from Wal-Mart/Walgreens, etc…)
- Pair of rubber gloves (thick dishwashing type)

- Apron
- Negative sleeves (plastic, NOT glassine) – SHARE with someone
- Scissors
- Folder/binder for photos
- Full page clear sleeves

Student Responsibilities

- **UNM Email/Black Board 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, blackboard learn and UNM Email. Make sure to update this information as your method of contact under personal information on Lobo Web.

- **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.

- 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. For information on Equal Access at UNM-Valencia, please see http://valencia.unm.edu/students/advisement-and-counseling/equal-access-services.html

- In an effort to meet obligations under **Title IX**, UNM Faculty are considered responsible employees. This designation requires that any report made to a faculty member regarding sexual misconduct or gender discrimination must be reported to the Office of Equal Opportunity and the Title IX Coordinator. 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.

- Students must successfully complete all course requirements and be an active participant in this course's community.

- This course is Web Enhanced- the syllabus, Course Messages (internal Blackboard LEARN email) and other information is available on Blackboard LEARN. It is a requirement to check your email regularly for any communication from the instructor.

- Be prepared to spend, on average, anywhere from 8 - 12 hours per week on this course, in and out of class.

- 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.

- Students must use proper protections (gloves, aprons, etc…) when working with chemicals.

- Students must follow setup protocols for working in the darkroom, and cleanup work areas safely and efficiently.

- Be respectful in the art studio community environment.

Participation

Student participation is considered a necessary factor in the learning process. Course participation and attendance is key to mastering skills and successfully completing projects. Students are still held responsible for all academic work required or performed during their absence regardless of the reasons for those absences. Class participation influences your grade heavily. Participation includes:

- Students are required to complete all projects on time, participate in scheduled critiques/class discussions, and maintain a safe, respectable, positive lab environment. Late project work is accepted and will receive a one-letter grade deduction.

- 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 for three consecutive classes and have made no attempt to contact me in any way, 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 is based on a timely completion of course work and projects, the quality of individual technical and critical development, and a personal commitment to your work. Personal commitment involves regular participation, 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 for all to see. Being prepared for these critiques, both with your completed work and your readiness to participate in the discussion surrounding your and your peers' artwork, is a large part of your semester grade. Attending the critique, even if your project is incomplete/late, is extremely important.

- No full credit will be given for any late work. If work is not delivered on time, an automatic 0 points will be given in the Learn gradebook. Full credit will never be issued for late work except in extreme cases and with **prior** notification – no exceptions.

- Late projects and assignments will receive a one-letter grade deduction.

- Incompletes are rarely issued. If 75% of the semester's work/deliverables and participation have been completed with a satisfactory grade, and incomplete may be issued.

Grading Breakdown

Semester Requirements:

- Projects (3)   60 points   20 points each
- Individual Meeting 10 points   for attendance & preparation
- Final Project   30 points

Extra Credit: 10 points

Extra Credit will be offered throughout the semester for various points at a maximum of 10 points for the entire semester. Points will be added up and a letter grade will be issued according to this scale to the right:

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

Remind App:

The instructions on how to join the REMIND App portal for this course are posted online in our UNM Learn Portal. I am available on the Remind App everyday between 8am and 8pm.

Email:

I prefer all email to be from the internal UNM Learn "Course Messages". 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 2410"

Phone:

Remind and email are preferred communication. If absolutely necessary, you can TEXT ONLY (no calls please) to my personal cell phone if needed: 505-515-1055. Lastly, you can call my office phone and leave a message if I am not there to answer: 505-925-8728.

Office Hours:

I welcome students who would like to visit in-person during my on-campus office hours, or by appointment.

Support Information, Resources, & Tutorials

Open Studio Time – Darkroom Lab:

- Located in B149 Darkroom/Classroom: Times and hours TBD and posted on UNM Learn

Support for UNM Learn:

- UNM Learn help: http://online.unm.edu/help/learn/support/.

UNM Valencia Tutoring Services:

- Custom tutoring services are available through The Learning Center at https://valencia.unm.edu/campus-resources/the-learning-center/index.html. Even online tutoring is available!

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.

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

Dates	Schedule	Projects
Week 1	• Introductions • Review Syllabus • Review UNM Learn • Equipment & Supplies Overview • Darkroom Tour	
Week 2	• Demo: Photograms, darkroom, enlarger, develop prints	
Week 3	• Work time • **Project 1 Due- Critique**	**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	• Photo Art Movements • Demo	
Week 8	• Work time • **Project 2 Due- Critique**	**Project 2** Due: *Urban Landscape*
Week 9	SPRING BREAK	
Week 10	• Demo: Lighting/Studio • Work time	
Week 11	• Artist Spotlights • Demo	
Week 12	• Work time • **Project 3 Due- Critique**	**Project 3** Due: *Portraiture*
Week 13	• Artists Books and the Narrative • Demo: Alternative Darkroom Techniques • Individual Meetings	
Week 14	• Individual Meetings • Work time	
Week 15	• Work time	
Week 16	• Work time • **Final Project Due- Critique**	**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 human-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.

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: 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**

   ***WEAR GLOVES FOR STEPS 1 THROUGH 3!!!

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!!!