

ARTS 187: Introduction to Photography

Syllabus

ARTS 187: Introduction to Photography

UNM Valencia, Arts Studio (ARTS)

Summer 2018 - Tuesdays & Thursdays: 10:30 am – 1:00 pm

Business, Technology & Fine Arts Building, Room B111 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

By the end of the course, students will be able to:

- Demonstrate a basic understanding of the foundations of traditional photography techniques.
- Use a manual film camera in manual mode.
- Control film exposures for light, motion, and depth of field.
- Develop film, print contact sheets, edit images, and make black & white prints with and without negatives.
- Practice thinking creatively and visually, and successfully communicate their ideas through the visual language of photography.
- Discuss and critique their peer's artwork, as well as, discuss and defend their own artwork in a class critique setting and through small written assignments.
- Demonstrate knowledge of the principles and elements of art (i.e. balance, rhythm, composition, color, etc.) through the images they make and the language they use in class critiques.
- View contemporary and historic artists/photographers, which will serve as inspiration for their own practice.

STUDENT RESPONSIBILITIES:

- **Basic Computer Skills:** Students must have basic computer and file management skills. 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.
- **UNM Email & Blackboard Learn Access:** All UNM-Valencia students are 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.
- **Computer and Internet Access:** Students must be able to access UNM Blackboard Learn and online tutorials at Lynda.com.
- **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.
- **Title IX:** 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.
- **Disability Statement:** If you have a documented disability, the Equal Access Services office will provide me with a letter outlining your accommodations. I will then discuss the available accommodations with you to determine the best learning environment. If you feel that you need accommodations, but have not documented your disability, please contact Jeanne Lujan, the coordinator for Equal Access Services at 925-8910 or jmlujan@unm.edu
- **Cell Phones:** 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.
- Refer to the online grading rubric for a breakdown of how you are evaluated for each project.
- 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

			<u>A+</u>	<u>97-100+</u>
			<u>A</u>	<u>93-96</u>
Project 1	10 points		<u>A-</u>	<u>90-92</u>
Project 2	20 points		<u>B+</u>	<u>87-89</u>
Project 3	25 points		<u>B</u>	<u>83-86</u>
Project 4: Final Project	35 points		<u>B-</u>	<u>80-82</u>
Online quizzes	10 points		<u>C+</u>	<u>77-79</u>
-----	100 points	TOTAL	<u>C</u>	<u>73-76</u>
			<u>C-</u>	<u>70-72</u>
Extra Credit	10 points	maximum for the semester	<u>D+</u>	<u>67-69</u>
Receive up to 10 points extra credit for visiting an art gallery or art museum and completing the "Looking at Art" sheet. Receive five points extra credit for completing the "Looking at Art" sheet at the UNMV Fine Art Gallery. Receive 5 points extra credit for submitting work to the student art show. See UNM Blackboard Learn for forms and more information.			<u>D</u>	<u>63-66</u>
			<u>D-</u>	<u>60-62</u>
			<u>F</u>	<u>0-59</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: Darkroom & Digital Media Arts Open Lab:**
 - The darkroom will be open during the class time listed as “studio/darkroom 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.
- **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*) \$

(Total costs for supplies are about \$100)

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/darkroom 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 video tutorials (at lynda.com).

In-Class Lectures, Demonstrations, Discussions, Studio/Darkroom 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 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 and assessment activities, like online quizzes and discussion boards, and reading assignments associated with the weekly content of the course that will be found in the Blackboard 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 | 10 points | Due 6/7

Objectives:

- Students will be introduced to the basics of black & white darkroom printing by making photograms.
- By making photograms, students will begin 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. Make one with natural or organic materials like leaves, flowers, rocks, etc. Make one with fabricated objects like keys, coins, pencils, stuff in your purse or backpack. Make 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 6/26

Objectives:

- Students will learn how to use a manual film camera and 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 to create a deep depth of field.
- Students will develop black & white film and make a contact sheet for each roll of film.
- Students will make traditional black & white prints, from a negative, in the darkroom.

Assignment:

Using the information you learned 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).

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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 7/12

Objectives:

- Students will learn how to correctly expose film for shooting in a variety of natural and artificial lighting situations.
- Students will practice shooting portraits and land/urbanscapes.
- Students will develop black & white film and make contact sheets.
- Students will make traditional black & white prints, from a negative, in the darkroom.

Assignment:

Using the information you learned from Project 1 AND the 3-point studio lighting set-up, 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.

PROJECT 3: FINAL PROJECT: Narrative | 35 points | Due TBD

Objectives:

- Students will create a series of work, based on a self-directed subject matter agreed upon by the instructor, that tells a story or creates a narrative.
- Students will incorporate the methods and techniques learned in class to create a cohesive series of printed images to present in class.

Assignment:

Write a project proposal. The proposal should be typed and printed; minimum of one paragraph, maximum of one page. Considering the techniques and methods learned in class, shoot (at least one roll of film) 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 the final project. The statement should be typed and printed; minimum of one paragraph, maximum of one page.

Hang your contact sheet(s) and 5-10 final prints in the student gallery for class critiques.

COURSE OUTLINE & CLASS SCHEDULE

WEEK 1 Tuesday 6/5	<ul style="list-style-type: none"> - Introductions. Review syllabus, UNM Learn. - Intro to Project 1: Photograms - Tour darkroom. Demo on mixing print chemicals. - For Thursday: Get paper & photogram objects. (Borrow/Get manual film camera.) Read online article, "Darkroom Equipment." 	Class meets in B111.
WEEK 1 Thursday 6/7	<ul style="list-style-type: none"> - Photogram demo. Make photograms. - Project 1 due: Class critiques. (Hang artwork in Student Gallery) 	Project 1 Due: Photograms Tues. 6/7
<p style="text-align: center;"><i>Homework: Watch Lynda.com video tutorials. (exposure triangle, loading film, manual film camera). Take online quiz on videos. For Tuesday: Bring manual film camera, buy/bring 1 roll of film.</i></p>		
WEEK 2 Tuesday 6/12	<ul style="list-style-type: none"> - 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. 	Class meets in B111.
WEEK 2 Thursday 6/14	<ul style="list-style-type: none"> - In-class group activity: shooting for motion and depth of field. 	Must have camera and film.
<p style="text-align: center;"><i>Homework: Finish shooting for Project 2, if needed. Read two online articles: "Developing Negatives" and "Printing Contact Sheets." Take online quiz on articles.</i></p>		
WEEK 3 Tuesday 6/19	<ul style="list-style-type: none"> - Demo on loading film on reel. Practice. Demo on developing film. Students start developing film. - Demo making contact sheets. Student finish developing film, start making contact sheets. - For Thursday: Read online article: "Darkroom Printing." Take online quiz on article. 	Must have exposed film to develop.
WEEK 3 Thursday 6/21	<ul style="list-style-type: none"> - Demo printing and test printing. Students work on Project 2. 	Must have negatives to print.
<p style="text-align: center;"><i>Homework: Finish Project 2: Four final prints for class critique. Read three online articles: "Class Critique How To," Responding to Photographs," and "Elements and Principles of Design." Take online quiz on articles.</i></p>		
WEEK 4 Tuesday 6/26	<ul style="list-style-type: none"> - Project 2 due: Class critiques. (Hang artwork in Student Gallery) (Finish Project 1 critiques, if needed) - For Thursday: Read online article: "Lighting." Take online quiz on article. 	Project 2 Due: Exposing for Motion & Depth of Field Tues. 6/26
WEEK 4 Thursday 6/28	<ul style="list-style-type: none"> - Intro to Project 3: Natural & Artificial Light - Demo studio portrait lighting. Students practice and make portraits. Students shoot portraits inside with lights and inside/outside with natural light. Students make land/urbanscape photos on campus. 	Class meets in B111.
<p style="text-align: center;"><i>Homework: Shoot for Project 3: Natural & Artificial Light</i></p>		

COURSE OUTLINE

WEEK 5 Tuesday 7/3	- Studio/Darkroom work time: Shoot studio portraits with lighting set-up. Shoot other photos on campus, as needed.	Class meets in B111.
WEEK 5 Thursday 7/5	- Studio/Darkroom work time: Finish shooting studio portraits, if needed. (B111) Darkroom: develop film, make contact sheets, print.	
	<i>Homework: Work on Project 3: Natural & Artificial Light Read online articles: "Evaluating Negatives" and "Evaluating Prints."</i>	
WEEK 6 Tuesday 7/10	- Studio/Darkroom work time: develop film, make contact sheets, print. Finish Project 3.	
WEEK 6 Thursday 7/12	- Project 3 due: Class critiques. (Hang artwork in Student Gallery)	Project 3 Due: Natural & Artificial Light - Thurs. 7/12
	<i>Homework:</i> - View online Intro to Project 4: Final project - Narrative (PDF). - Discussion board: share ideas for final project - Shoot for Project 4, if ready	
WEEK 7 Tuesday 7/17	- Intro to Project 4: Final Project - Narrative - Class discussion about project ideas. Project proposals. - For Thursday: read online articles: "Burning & Dodging" and "Spotting"	Class meets in B111.
WEEK 7 Thursday 7/19	- Studio/Darkroom work time: develop film, make contact sheets, print. - Presentation on how to write an artist statement. - Demo burning & dodging, and spotting.	
	<i>Homework: Shoot for Project 4. Write draft of artist statement.</i>	
WEEK 8 Tuesday 7/24	- Studio/Darkroom work time: develop film, make contact sheets, print.	
WEEK 8 Thursday 7/26	- Studio/Darkroom work time: develop film, make contact sheets, print.	
	<i>Homework: Finish Project 4</i>	
FINALS	- Project 4 Due. Final class critiques. (Hang artwork in Student Gallery) TTBD by class.	Project 4 Due: Narrative