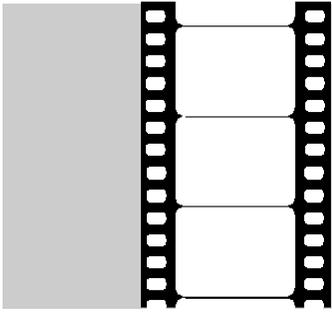


COMMUNICATION GRAPHICS

SYLLABUS

This class will deal with both the technical and creative aspects of black and white photography. The student will learn



how to operate several different kinds of cameras, how to correctly expose film, and how to process and print. Other skills the student will learn include matting or mounting of the finished prints, recognition and utilization of good composition techniques and the ability to discuss their own work or the work of other photogra-

phers. We will also study some of the basic history of photography. Included in the curriculum will also be a look at design principles and some problem-solving skills.

INTO THE FUTURE

But in addition to still photography, we will also study some other ways to communicate graphically. You will have the opportunity to work with video, creating your own commercials and television program. In addition, you will gain some experience on the computer, especially in relation to the future of communication technology. We will also work with some types of graphic arts process such as screen printing or lithography. But the majority of the work you do will be black and white photography.

"It is all right to make something simple, as long as you don't make it ordinary."

John Keating
Dead Poets Society

1ST SIX WEEKS

The first six weeks will be a combination of lecture and some simple assignments so that you can gain some basic skills in photography. While learning about some of the basic parts of the camera and how it operates, you will also have the opportunity to shoot, process and print some film.

2ND SIX WEEKS

After the first six weeks, the class will be divided into groups. Each group will have the opportunity to spend specific days working in the darkroom or working in the classroom. Each unit will take the entire six weeks, during which time you will complete several different photographic assignments. During the six weeks we will have two class critiques of your work.

You are expected to keep a notebook containing any notes I give in class, any handouts I give out and any other information you or I deem important to this class. You will hand in this notebook for a grade at certain times during the year. You will need a separate hardcover notebook for your negatives, that you will keep in your locker in the classroom.

ASSIGNMENTS

At this point in time, your assignments will include:

- harsh light
- soft light
- motion
- limited depth-of-field
- texture
- silhouette
- pushed film/night
- unusual reflection
- handcoloring
- self-portrait
- environmental portrait
- photo story
- poster
- and others

The assignments during the first semester are designed to let you discover how the camera works and to begin training your eye to see photographically. The spring semester assignments will be more creative in nature, to allow you to explore your imagination. When you are given an assignment, I want you to try and be as creative as possible. Technique and creativity are both important parts of your photographs.

PORTFOLIO

At the end of each semester (in January and May) we will have a "final" portfolio. The student will display five to ten finished (8x10 prints, mounted or matted on 11x14 boards) photographs that show your best work from the semester. Further information on the portfolio will be available when the time comes, but it is something you should keep in mind. The portfolio counts as 80% of your semester exam grade.

WORKSTATION SCHEDULE FALL SEMESTER

Day(s)	DARKROOM		Asst. Ex.	Creative	Design	
1	SHOOTING					
2	A	E		B,C,D		
3	B		A	E	C,D	
4	C	D	B		A,E	
5	D		C	A	B,E	
6	E	A		B		C,D
7		B	D	C		A,E
8		C	E	D	A	B
9	HISTORY OF PHOTOGRAPHY					
10	CRITIQUE					
11	A	E		B,C,D		
12	B		A	E	C,D	
13	C	D	B		A,E	
14	D		C	A	B,E	
15	E	A		B		C,D
16		B	D	C		A,E
17		C	E	D	A	B
18	HISTORY OF PHOTOGRAPHY					
19	CRITIQUE					

I want this class to be as interesting as possible. If you have some particular subject area you are interested in or curious about, talk to me. I want to be flexible enough to accommodate your interests.

