



Southern Lehigh School District

High School Syllabus

Photography 2013-2014

Course Description:

This course will introduce the basic skills and concepts of black and white photography, using traditional film cameras, film processing and darkroom methods as well as using digital tools and methods within a Fine Arts context. With an emphasis on creativity and inventiveness, students will explore the image-making potential and craft of the photographic print, within a fine arts context. Grading will be based on technical expertise as well as artistic composition. Students are to have their own 35mm camera with an instruction manual for learning their cameras, absolutely NO fully automatic cameras. Students must be able to take light meter readings. With digital work, students will be exposed to the hardware and software necessary for each step of the digital image making process, from input (digital cameras, scanners, web) through manipulation (PhotoShop and other current software) to output (printer and web). A 35 mm camera with manual controls is required. Homework outside of the classroom is required. A lab fee for photographic supplies may be charged. Students will have to purchase some of their own photographic supplies.

Please note Students will be working in the darkroom under low light and sometimes "NO LIGHT" conditions, therefore, this class should not be taken by a student with light sensitivity or sight problems or with a phobia to the dark or small spaces.

This course satisfies the PA Arts and Humanities Standards. This is a HALF- YEAR CLASS.

Course Content:

Black and white image making using the 35mm camera, the darkroom, and film and processing will introduce the student to new media. Highlights of the course will be processing and printing 35mm B&W film, printing B&W photos, shooting unique photos using artistic art structures and design elements, and developing a basic understanding of the camera as a tool. Instruction in a safe handling of chemicals will be taught. Digital photography and Adobe Photoshop software will be introduced. Grading will be based on technical expertise as well as artistic composition. Students are to have their own 35mm camera with an instruction manual for learning their cameras, absolutely NO fully automatic cameras. Students must be able to take light meter readings. A lab fee for photographic supplies may be charged. Students will have to purchase their own photographic supplies. Students experiment with various universal themes of light and shadows. Through use and discovery, students gain familiarity with the art problem solving process. Students engage in active art research while utilizing emerging technologies. The comparison between existing and contemporary technologies sparks creative inspiration and understanding of photographic work as well as its aesthetics, criticism and history.

Students will learn:

- the 35mm camera.
- the essentials of shooting 35mm black & white (B&W) film
- how to hold the camera
- variable shutter speeds
- apertures
- variable ISO's
- light meter readings
- focus rings
- how to load and unload the film.
- 35mm B&W film differences
- how to select the correct type of film
- how to load and unload the film
- how to process the film
- the photographic image
- basic understanding of the 35mm camera as an art medium
- understanding and utilization of the basic art principles of structures and design elements
- understanding and usage of light
- the darkroom
- B&W photographic printing
- photographic paper and chemicals
- safe handling of chemicals
- basic darkroom procedures and techniques.
- digital darkroom
- shooting digital photography
- manipulation with Adobe Photoshop on the Macintosh computer
- presentation
- proper photo mounting and presentation techniques.

Students will be completing 8 - 14 photographic projects throughout the semester. Projects, may include but may not be limited to the following:

- Portrait Study
- Architectural Study
- Visualization of Projection
- Shadow Study
- Visualization of Water
- Landscape Study
- Visualization of Repetition
- Story Series
- Study of Old Things
- Still life Study
- Sphere Study
- Digital Manipulation and Printing

Materials may include but may not be limited to:

- analog 35mm camera
- digital single lens reflex camera
- photographic chemicals and papers
- digital printing papers

A lab fee for photographic supplies may be charged. Students will have to purchase some of their own photographic supplies.

Required Textbooks and/or Other Reading/Research Materials

The photography textbook guides student understanding of studio work as well as aesthetics, criticism and history of photography.

Focus on Photography by Hermon Joyner and Kathleen Monaghan.
Davis Publications Inc, Worcester, MA, 2007.

Students will use, but will not be limited to, the following reference materials:

Basic 35mm Photo Guide, by Craig Alesse.
Amherst Media, Amherst, NY 1991.

Various photography books
Various videos and films
Various art magazines and publications
Various web links
Teacher generated handouts
Teacher generated visual aides

Course Requirements:

Students are expected to:

Complete

- Projects and assignments as per deadlines
- Notebook Assignments (Documentation of idea progression)
- In-Class reading of various photographic magazines and publications
- Homework assignments punctually as assigned

Engage in

- Class work, discussions, critiques, & games
- Personal expression exploration
- Discovery using the visual art problem solving process
- Practice to refine photographic skills and knowledge
- Research and inquiry for learning and growth
- Experimentation and inquiry to experience success and failure in building artistic character, style and traits
- Review, refine and edit work
- Comparing and contrasting their work with master photographers
- Personal Responsibility for missed work in the event of an absence.

Please refer to the policy in the student handbook for timelines to make up missed work and tests.

Display

- Proper classroom and darkroom behavior

- Proper use and care of photographic as well as art materials, darkroom and studio
- Proper citizenship and respect of teacher and peers

Grade Components/Assessments:

40% - 60% Project Grades, Tests, & Reports

20 - 40% Class Participation, In-Class computerwork on Projects, Critiques, Games, etc. and how the student handled time usage and materials while working on the project

10 - 20 % Homework Assignments, Sketch Assignments, Research

Project Rubric points will vary per project and will include but not be limited to the following categories:

- Creativity (merging of idea origination, related research, material usage and technique)
- Visual Impact (the finished project's presentation and "WOW" factor)
- Content (how the student utilized the art structures and elements, within the project, as well as the creative endeavor and the assigned elements)
- Craftsmanship, (quality of the project execution and presentation)

Each marking period is worth 20% of a student's overall grade. The midterm and final exam are each worth 10% of a student's overall average:

Quarter 1	20%
Quarter 2	20%
Midterm	10%
Quarter 3	20%
Quarter 4	20%
Final	10%

Required Summer Reading/Assignments:

NONE