

National Taiwan University of Science and Technology

2020 Summer Program

APPH 101 Introduction to Photography

Course Outline

Term: July 06-August 07,2020

Class Hours: 14:00-15:50 (Monday through Friday)

Course Code: APPH 101

Instructor: Sean Fader

Home Institution: Tulane University

Office Hours: TBA and by appointment

Email: sean@seanfader.com

Credits: 4

Class Hours: According to the regulations of Minister of Education, R.O.C, 18 class hours could be counted as 1 academic credit in all universities in Taiwan. This course will have 72 class hours, including 40 lecture hours, professor 10 office hours, 10-hour TA discussion sessions, 2-hour review sessions, 10-hour extra classes.

Course Description:

Introduction to photography focuses on the acquisition of artistic and technical tools to experiment with the photographic medium. Studio shooting, printing workshops and artwork analysis are essential to this training. From exposure to composition, from layout to post-production, students will go through the foundations of photography. This practice-based approach will be complemented by an introduction to the history of photography, talks and exhibition visits. Students will be encouraged to anchor their own creative process in a historical, aesthetic and artistic perspective. The photographic image will be considered through the great diversity of its uses, supports and formal experiments, while evoking the critical debates and the

theoretical issues surrounding it. Thematic insights linked with current exhibitions and publications will provide opportunities to investigate the notions of style and genre in photography. The course will also explore the work of inspirational photographers, past and present. While looking carefully at their pictures, students will learn how to build powerful images as well as articulate concepts and narratives. They will also investigate the differences between commissioned and self-motivated projects, documentary and art practices, fashion and contemporary art worlds. In addition to their personal photography project, students will learn how to defend their aesthetic choices and communicate on the genealogy of their work.

Learning Outcomes:

Upon successfully completing this course, students will be able to:

- 1. Explain the basic technical aspects of photography.
- 2. Connect the organizational and aesthetic considerations of digital workflow.
- 3. Demonstrate the function and use of the digital camera.
- 4. Critique photography intelligently.
- 5. Develop a strategy for archiving and editing images.
- 6. Refine the digital capture with processing software.
- 7. Process raw image captures into assorted file formats.
- 8. Utilize digital printing processes.

Evaluation: Evaluation Procedures and Grading Criteria:

Coursework will be evaluated on the manner in which the goals of the assignment were met as well as the degree to which a thorough investigation and creative solutions were demonstrated. Conceptual development and craft/production quality will both be evaluated in relation to the amount of time and effort put into coursework. If students do not do well on an assignment, they will be permitted to repeat it for a better grade (with the exception of the final project).

Grading of individual projects is based on several factors:

Technical: The successful creation of photographic artwork that demonstrates an understanding and control over the technical skills covered in class. A demonstrated understanding of all tools and processes necessary for specific outcomes within the context of the project.

Compositional: Implementation and integration of compositional and aesthetic concepts. Images should demonstrate that creative solutions have been utilized to solve visual problems.

Conceptual: Controlled and directed use of equipment, materials, and compositional principles to support the content of the photographs and communicate ideas. Is the student visually communicating their ideas with the work that they are making?

Your letter grade will reflect the following:

A is excellent work in all areas: involved, creative answers to assignments, work completed on time, active, engaged class participation, steady attendance. Basically, always excelling.

B is good work in all the above areas.

C is average work in the above areas, or a mix of good work in some areas, lax in others.

D represents below average work, or average work in some areas, poor in others.

F (No Credit) is failing to complete the assignments on time, failing to participate in the work of the class, missing more than four classes, or regularly being tardy or leaving early.

Numerical calculations for grades will be based upon the ten-point grading scale:

A 93 – 100

A- 90 - 92.99

B + 87 - 89.99

B 83 - 86.99

B- 80 - 82.99

C + 77 - 79.99

C 73 - 76.99

C-70-72.99

D + 67 - 69.99

D 63 - 66.99

D- 60 - 62.99

F = 0 - 59.99

The numerical distribution of what will comprise your final grade:

• Assignments: 40%

• Final Project: 30% (including Final Project Proposal and Statement)

• Participation: 10% (calculated through attendance records and evaluating engagement during class)





Quizzes: 10%

Reading Responses: 5%

• Artist Presentation: 5%

Weekly Schedule and Assignments

Students will be given weekly shooting assignments (see Assignment List at bottom) and the assignments will be critiqued on a weekly basis. All assignments are expected to adhere to current digital best practices as defined by the current edition of the Digital Photography and Best Practices Initiative at dpbestflow.org.

Timetable:

Unit 1: Digital Camera and Digital Photography Workflow Basics

Unit 2: Lighting, Color and Output

Unit 3: Final Project

Unit 1:

Introducing students to the digital camera and basic digital photography workflow, with an emphasis on the storage, archiving, and selecting of images. The lecture component will cover technical information, slideshows, and critiques. In the studio component students will carry out course work under the instructor's guidance in the studio and computer lab.

WEEK 1

Class 1: Introduction to the course, camera, & computer Lecture:

- 1. Course overview and grading procedure discussion.
- 2. Supplies and materials list
- 3. Introduction to equipment room: Checking out equipment.
- 4. Basics of digital camera use: memory cards, batteries, menus, and basic settings.
- 5. Overview of digital imaging processes and computer work flow.
- 6. Introduction to the computer a satool for storing and archiving images in an organized and practical fashion.

Studio: Using the camera & moving images onto the computer.

Related Homework: Scavenger Hunt

Class 2: Digital Camera & Workflow Basics Lecture:

1. The self-portrait.





- 2. Parts of the SLR: shutter, aperture, sensor, lens, mirror, meter.
- 3. Manual camera settings on digital cameras.
- 4. Using the reflected light meter in your camera.
- 5. Critique: Photo Scavenger hunt
- 6. Digital Best Practices
- 7. Naming conventions: yourlastname yourfirstname projectname.xxx
- 8. Basic image adjustments (Converting to black and white).
- 9. Creating and maintaining backups of data.

Studio: Working with image files on the computer

Related Homework: Self portrait

Class 3: Lens & Perspective, Archiving, Editing & Navigating Lecture:

- 1. Lenses & Perspective
- 2. Using perspective.
- 3. How the lenses form an image
- 4. Lens selection
- 5. Zoom vs. fixed focal length lenses
- 6. Lens and perspective demonstration
- 7. RAW files and file types
- 8. File formats; exporting as JPG and TIFF, when and why to use them.
- 9. zoom, file size and resolution.
- 10.Organizing and editing images

Studio: Lens & Perspective exercise

Related Homework: Create an archive and bring work to the next class for discussion.

Wrap Up Day Week 1:

- 1. Catch up on anything not covered
- 2. Review all info
- 3. Review student work for the week

WEEK 2

Class 4: Exposure, Metadata Lecture:

- 1. Exposure: Relationship between aperture, shutter speed, & sensor speed (ISO).
- 2. histograms





- 3. Capturing motion.
- 4. Automatic vs. manual camera functions
- 5. Equivalent exposures (exposure wheel)
- 6. Metadata

Studio: Drawing histograms and capturing motion exercises. Working with metadata on metadata on the computer.

Related Homework: Drawing Histograms, Capturing Motion

Class 5: Exposure 2, Depth of Field Lecture:

- 1. Hand¬ held light meter use.
- 2. Fabricated to be photographed: an examination of photographs done by Sandy Skoglund, Olivia Parker, and Zeke Berman (for example).
- 3. Advanced metering techniques: incident and reflective metering.
- 4. Shoot Depth of Field still life assignment in studio.
- 5. Critique Motion assignment.
- 6. Reading the histogram, assessing the tones, determining the adjustments
- 7. White balance
- 8. Adjusting luminance with curves.

Studio: Depth of Field Still Life Exercise, image adjustments on the computer.

Related Homework: Depth of Field Still Life

Class 6: Still Life & Developing Your Image Lecture:

- 1. Recovering lost light and adding new light.
- 2. Highlight and shadow clipping; reading the warnings.
- 3. Adjusting the luminance by dragging in an image.

Studio: Depth of Field Still Life Exercise continued, images adjustments continued.

Wrap Up Day Week 2:

- 1. Catch up on anything not covered
- 2. Review all info
- 3. Review student work for the week

Week 3

Class 7: Still Life Part 2 Lecture:

1. Depth of Field work in progress critique





- 2. What is a RAW file, and the concept of the digital negative?
- 3. RAW and JPG; what's being determined in the camera, and what can be controlled after the capture.
- 4. JPG compression and artifacting.
- 5. How much can a RAW file change?
- 6. Processing RAW files into TIFF and JPG

Studio: Working with file types on the computer

Related Homework: Processing files

Class 8: Midterm

Midterm Exam

Lecture:

Treatments in Lightroom

Studio: Treatments in Lightroom

Related Homework: Various treatment in Lightroom

Class 9: The Portrait & Printing Lecture:

- 1. The portrait.
- 2. Introduction to digital printing
- 3. Files, monitors and prints; pixels, diodes and ink...representing light and color in digital imaging environments.
- 4. Different types of printing, analog and digital, and how to determine the qualities of a print (historical and contemporary examples)
- 5. Getting to know the print dialogues; what they mean and what they do.
- 6. Print preview, page setup and printer settings.
- 7. Media types, profiles and rendering intents
- 8. Print Resolution and printer resolutions (ppi and dpi)

Studio: Printing in the computer lab.

Related Homework: The Portrait

Wrap Up Day Week 3:

- 1. Catch up on anything not covered
- 2. Review all info
- 3. Review student work for the week

Week 4

Class 10: Color 1 Lecture:

- 1. Color theory
- 2. The color wheel
- 3. Introduction to digital color
- 4. Reading, deciphering and analyzing the color numbers
- 5. Color numbers: hue + saturation + density = pixels
- 6. Digital color theory and color selection of imagery.
- 7. Color tools in Lightroom

Studio: Working with color tools in computer lab.

Related Homework: Exploring color

Class 11: Color 2 Lecture:

- 1. Color photography: An examination of the photography of Joel Meyerowitz, Richard Misrach, John Pfahl (for example).
- 2. Basics of the physical and psychological basis of color and color perception
- 3. How color influences mood
- 4. What is color management, and how does it apply to analog and digital printing techniques.
- 5. History of color management and the digital workflow (scan¬ retouch ¬print)
- 6. Monitor calibration
- 7. Color spaces
- 8. Color profiles
- 9. Alternative media selection

Studio: Work with color management tools in computer lab.

The Final Project

Class 12: Lecture:

1. Work in progress critiques

Studio: Work on Final Projects in studio and computer lab

Wrap Up Day Week 4:

- 1. Catch up on anything not covered
- 2. Review all info
- 3. Review student work for the week

Week 5



Class 13: Lecture:

1. Work in progress critiques

2. Review for Final Exam

Studio: Work on Final Projects in studio and computer lab

Class 14: Lecture:

1. Final Exam

Studio: Work on Final Projects in studio and computer lab

Class 15: Final Critique
Class 16: Final Critique

