

Bergen Community College  
Division of Arts and Humanities  
Department of Visual Arts

**ART-197 Computer Imaging**

Date of Most Recent Syllabus Revision: 12/2010

Course Typically Offered: Every Semester

Instructor: Gregg Biermann  
Office Location: West 313  
Office Hours: Monday 1-2PM, Tuesday 1-2 PM and Thursday 1-2 PM  
Phone: 201.493.3533  
Email Address: [gbiermann@bergen.edu](mailto:gbiermann@bergen.edu)  
Class Meeting Time and Location: Mondays 1:45\_ 5:50 in West 319

**Course Description**

Official Catalog Course Description

This course teaches the basic principles of digital image processing and manipulation, including image acquisition, editing, color correction, channels, special effects and transformation techniques. This course emphasizes the methods used to create, re-touch, alter and output bit-mapped graphics.

2\_ lectures, 2\_ labs, \_4\_ credits, No Prerequisites

**Student Learning Objectives:**

Upon completion of the course, students should be able to use the tools, interface, and digital imaging capabilities of industry standard digital imaging software, identify key components of bitmapped graphics production, critically evaluate (aesthetically and technically) their own work and the work of others, and propose, design and create graphic and photographic images on the computer.

**Means of Assessment**

Assessment in this course will be based on the quality of student art projects.  
Projects will be focused on demonstrating particular skills delineated in the Course Content Section.

**Course Content**

The course will include lectures/demonstrations, studio time and both one on one and group critiques.

Major topics in any instructor's individual course guide must include:

- \*The Basics of the Bitmap: pixel dimensions, resolutions, color depth, file size and file formats
- \*Compositing Bitmaps: selection, masking, layers
- \*Touchup and Effects: brushes and filter effects
- \*Image Color and Tonal Adjustments: levels, curves and info
- \*Type and Paths
- \*Acquisition: digital cameras and scanners
- \*Output: print graphics, web graphics, and multimedia/video graphics

**Course Texts and/or Other Study Materials**

Students must bring to each class session portable disk drives in order to save and back up course work.  
BCC is not responsible for student work left on workstations.

Optional Text: Photoshop CS5 for Windows and Macintosh: Visual QuickStart Guide  
By Elaine Weinmann, Peter Lourekas  
Published Jun 9, 2010 by Peachpit Press.  
ISBN-10: 0-321-70153-4

## Grading Policy

The Grades in this course are base primarily on the class projects. Each project poses specific technical and creative challenges and will be graded as follows:

Grade of A: This project shows originality in its approach, and the mastery over technical skills as well as diligence and attention to detail in all phases of execution. An A project exceeds the expectations of the instructor. In order to achieve this high level substantial work must be done in free lab hours and class time must be used effectively. This project will reflect an independent commitment to and interest in illustration and design on the part of the student. In short the A grade is reserved for the best work in the class.

Grade of B: This project is fully completed and shows technical competence as well as solid design decisions. The project fulfills all of the requirements of the assignment.

Grade of C: This project is completed in a sloppy fashion. The project will demonstrate a weak grasp over relevant techniques and it lacks creativity or cohesiveness.

Grade of D: This project is only partially complete or does not address the requirements of the assignment.

Grade of F: Project is not handed in or fails to demonstrate engagement with the subject matter of the course.

## Attendance Policy

### BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

## Course Calendar

Week	Topic/Activity	Assignments/Events
1	Elements of Pixel Based Graphics	tutorial
2	Navigating the Software Interface	tutorial
3	Compositing: Selection and Layers	Begin Project 1
4	Compositing: Selection and Masking	Continue Project 1
5	Channels and Masks	Finish Project 1/Critique
6	Brushes and Touchup Work	Begin Project 2
7	Tonal and Color Adjustments	Continue Project 2
8	Type, Paths and Shapes	Finish Project 2/Critique
9	Acquisition (scanning and digital cameras)	Begin Project 3
10	Effects and Filters	Finish Project 3/Critique

11	Animation	Animation Project
12	Output for Print	Begin Final Project
13	Output for Web	Continue Final Project
14		Final Critique

**Note to Students:** This Course Outline and Calendar is tentative and subject to change, depending upon the progress of the class.