



SOFTWARE FOR DESIGN

T+TH 11:00 - 12:50pm HFAC314

INSTRUCTOR: Z Comer, Associate Professor of Art

OFFICE: HFAC 311

HOURS: T+TH 2pm - 4pm or by [appointment](#)

CONTACT: enz001@marietta.edu | 740-376-4694

TEACHING SUPPLEMENT #1

Sample Teaching Supplement #1:

To help students learn the Adobe Programs and make working with this software more approachable, I created a series of in class exercises for each of the programs called 'ICE' on the syllabus and Moodle. For each software, I have 3 ICE activities that are designed to scaffold: starting with the most approachable and basic tools, then building upon those techniques with more advanced and professional tools within the software. Each ICE builds on the one before it to help students quickly develop proficiency with the Adobe software. The ICE activities included in this document are for the second program students learn during the semester: Adobe Photoshop.

Each of these ICE activities involve an in class demonstration followed by open studio work time, as well as supplemental tutorials uploaded to Moodle so students can continue practicing or working outside of class. After teaching the class a few times I realized that "in class" work time was not enough for some students to finish the exercise, and that many students who needed to finish the exercises for homework appreciated having a recorded tutorial as a resource to use when practicing outside of class.

These exercises have relatively low point values in the class and are graded as pass/fail. I found this approach to help relieve some of the anxiety students feel when working with a program for the first time. The low stakes actually frees students up to be more playful, to experiment, and to take better creative risks as they practice new tools and strategies for visual problem solving.

Each ICE is structured with a series of new tools to learn as well as a creative prompt for students to address. The prompts are flexible which gives students a chance to incorporate things they enjoy. Most often these class sessions are filled with laughter and students sharing their work with each other as they practice. Because the students feel at ease, they are more likely to ask each other questions about the program, which better reinforces the new skills they are learning much more effectively than when I am the sole provider of support and feedback.

After I complete the in class demonstration, I walk through the classroom and check in with each student. I look at their work, offer suggestions, and ask questions to prompt them to continue exploring the program. Most often by the end of the 3rd ICE activity, students are comfortable enough to explore the program more deeply. They discover tools and techniques not covered in the scope of the exercise and enjoy sharing those discoveries with their classmates and with me. I truly enjoy giving these exercises and the results are always a lot of fun for me and for the class.



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IN CLASS EXERCISE #4

Make A Monster

For this in class exercise you will be exploring some basic Photoshop tools to create a composited image of a fictitious creature, aka: a monster. Using the source images and assets you brought with you to class today, you will use Photoshop to create a composited image from multiple courses. We will cover the tools below:

- Selection Tools
- Transformation
- Layers & Layer Masking
- Adjustment Layers
- Blending Modes
- Hot Keys

You will be combining an image of an animal, with a food item and/or a landscape. Have fun with this and get wacky with it! As you are working, if you need extra guidance or have trouble remembering how to work with a specific tool, remember to check the tutorials on [Moodle](#) and linked below:



Student Example: Kelley Powell

VIDEO TUTORIALS

[ICE#4: Make a Monster Part 1 - Collage](#)

[ICE #4: Make a Monster Part 2 - Composite](#)

Make sure to save your work as .psd files and flattened .jpg versions. You will upload your .jpgs to Moodle for this exercise. They should be named using the following convention:

GRPH201-YourName-ICE4collage.jpg

GRPH201-YourName-ICE4composite.jpg



Student Example: Jalea Caldwell

15 POINTS



Student Example: Tristian Pitz



Student Example: Owen Roberts



Student Example: Carsyn Reynolds



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IN CLASS EXERCISE #5 Art History Meme

In this in class exercise we will continue playing in Photoshop and learning more of its tools and tricks. For this exercise I want you to take a page from meme culture and create your very own "art history" meme. You will need to collage or composite multiple images and use text to create your own take on this fun meme. Think about the concept of remix or mash-up culture to inspire your work! We will cover the tools and techniques below:

- High Resolution Source Images
- Refining and Inverting Selections
- Layer Styles + Opacity
- Layer Effects
- Clipping Masks
- Text

Your art history meme must include: an art piece of your choice, another "modern" source file, and text. You are welcome to include or incorporate other elements, but those are the minimum assets I'd like you to explore.

Remember that as we work with new techniques you are welcomed and encouraged to use tools and techniques we covered in the last ICE exercise. If you need additional support after our demo in class make sure to check the [Moodle](#) page for support or follow the tutorial linked below:

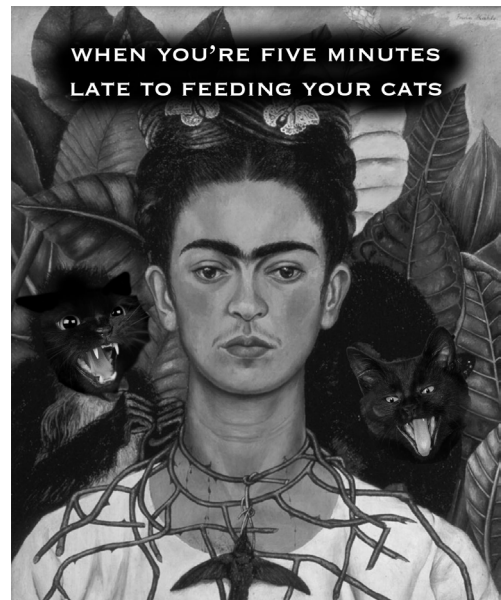
[ICE#5: Art History Meme - Step by Step](#)

Make sure to save your work as a .psd file and a flattened .jpg version. You will upload your .jpg to Moodle for this exercise. It should be named using the following convention:

GRPH201-YourName-ICE5.jpg



Student Example: Abigail Litman



Student Example: Kelley Powell

15 POINTS



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IN CLASS EXERCISE #6

Fun House Mirror

For this exercise we will explore the various tools in Photoshop that are often used to retouch images of people. As we discussed in class, there are many ethical questions that come up when we engage in retouching someone's appearance. So for this exercise, we will learn to use those tools, but we will use them to the extreme! Imagine how silly, bizarre, and strange you look in a fun house mirror. We will be using Photoshop to create fun house mirror effects with common skin and body retouching tools.

I'd like you to play with these tools in a space that allows you to go overboard and be silly. You are welcome to practice actual retouching techniques as well, but I want you to see how far you can push the images. Use the following tools:

- Liquify Filter
- Clone Stamp
- Healing Brush
- Spot Healing
- Patch Tool
- Blur Tool

Remember that as we work with new techniques you are welcomed and encouraged to use tools and techniques we covered in previous ICE exercises as well. If you need additional support after our demo in class make sure to check the [Moodle](#) page for support or follow the tutorial linked below:

[ICE#6 - Fun House Mirror](#)

Make sure to save your work as a .psd file and a flattened .jpg version. You will upload your .jpg to Moodle for this exercise. It should be named using the following convention:

GRPH201-YourName-ICE6.jpg



Student Example: Riley Lollathin



Student Example: Bayden Hoblitzell

15 POINTS