

Photography 11

District Number: 98

School Name: FH Collins High School

Principal Name: Darren Hays

Department Authorized Approval Date: December 2012

Department Authorized Signature:

Course Name: Digital Photography 11

Course Category: Arts

Grade Level of Course: 11

Number of Course Credits: 4

Number of Hours of Instruction: 120

Prerequisite(s): Photography 10

Special Training, Facilities or Equipment Required:

Digital Camera(s), appropriate photo software, access to computer, colour printer and photo paper.

Course Synopsis:

This course has been developed to support and encourage students to explore their creativity through the art of digital photography. Students will learn the difference between traditional methods and modern digital systems. The students will learn to use digital cameras and discover both the advantages and drawbacks to this technology. The course will include an introduction of the general history of photography and the evolution of the camera. The student will also become familiar with the use of various computer software programs to enhance and store their photos. The students will operate various Digital cameras and become familiar with the inherent operations associated with them through a series of projects. These projects are designed to help the student explore and develop different aspects of their creative abilities. The Projects will require that the student make full use of the Digital systems in modern cameras and software in order to broaden their understanding of the potential scope of these tools. Students will be required to produce a portfolio of photographs that address various aspects of this visual art. Each project will address a different set of principles of photography. In order to complete these projects the student will have to make full use of the equipment by demonstrating an understanding of the “tools” both in the camera and the computer program that help them create the picture they want. Students will also be required to do written assignments and demonstrate their understanding of certain aspects of photography as they relate to the projects. Students are encouraged to make use of digital cameras they may already own as long as these are reviewed by the instructor and are able to meet the technical requirements of the projects.

Rationale:

This course has been developed to enable students to discover their artistic sense of visual creativity

and encourage them to explore their potential in the digital medium through the use of digital cameras and digital software. The study of digital systems has its own inherent demands in the form of photo editor programs, computers and digital cameras of a certain quality. (i.e. 10x optical zoom capability and at least 3.5 to 8 mega pixel capacity). If these demands can be addressed the study of photography through this more modern medium has definite advantages. It is both immediate and accessible and can enhance the technological expertise of most students.

Organizational Structure: [units, topics, modules]

Unit Topic/Title Time

Unit 1 History of Photography	2 hrs
Unit 2 Cameras, Lenses and Accessories	10 hrs
Unit 3 Exposure Control and Lighting	8 hrs
Unit 4 Digital Camera Menus	20 hrs
Unit 5 Photoshop Discovery	20 hrs
Unit 6 Projects	60 hrs
Total Hours	120

Unit 1: History of Photography

Students will explore the early years of photography through reading and answering questions.

Unit 2: Cameras and Lenses

Students learn about various types of cameras and their specific uses. The use of different types of lenses to achieve desired results in a photograph is explored in order to gain and understanding of the processes involved and how they can relate to fixed or zoom lenses in digital systems. Optical zoom, not digital zoom is not part of this process.

Unit 3: Exposure Control and Lighting

A comparison of ‘F stops’ in both SLR cameras and more common formats (film and digital) is explored in order to give the student the tools needed to create different depth of field images in their projects. An exploration of the uses and limitations of camera flash, slave flash, natural lighting and reflected natural lighting is included. This topic will help the student gain an understanding of these processes in order they may use them to draw attention the subject in their photographs.

Unit 4: Digital Camera Menus

The student is exposed to the various menus associated with common digital cameras. The student must demonstrate their understanding of these menus and is required to experiment with them to in order to better express their creative ability and complete their projects.

Unit 5: Photoshop Discovery

This unit will expose the student to some of the tools they will use to store, enhance and print the images from the projects they will create. The students will make use of Adobe Photoshop.

Due to the nature and compass of the last program, an exploration of the more basic tools such as cropping, straightening, exposure and contrast, layers, brushes, curves, histograms, and various other tools will be presented. The students will have to make use of these tools in order to complete their projects. This unit and the next will happen concurrently. Students will also be introduced to intermediate tools such as masking, colouring and merging.

Unit 6: Projects

There are 10 projects the student must complete. These projects will represent the bulk of the student's mark in the course. A brief explanation of the projects is as follows:

The student must do the seven projects with the *asterisk, plus three of their own choice to hand in 10 projects in total.

These projects must be printed on photographic paper, complete with appropriate titles, and be accompanied by a short paragraph that describes what the student attempted to do, the settings they used to achieve their goal and why the student feels they were successful.

***Portrait**

Make use of depth of field, focus and lighting to create a portrait of a person. Remember to use the composition (Rule of Thirds), posing (Classic 1 2 3 pose) and (Background) to help draw the viewers attention to your subject. You must use a reflector screen for one of your shots. Ask the instructor what this is and how to make one. Do this project in black and white.

Landscape

Use perspective and focus and lighting to create an interesting landscape that draws the viewer's eyes to the important part of your picture. Pay attention to detail.

Movement

This photo will attempt to show movement. Pay attention to shutter speed and panning the camera to capture the subject and blur the background. You may also have a background that is in focus with a subject that is blurred as long as the subject is obvious.

Texture

This photograph will, through the use of shadow, lighting and focus show the texture of a subject. Try to evoke in your viewer a sense that they are touching the object through your photo. Print this photo in black and white.

***Close up**

Try to show the complexity and beauty of common subjects seen in a new way through examining them up close. The proper use of depth of field, Macro and Super Macro settings, lighting and of course keeping your subject in focus are all key factors to consider.

Low Light

Create a photo that encompasses one of the other project ideas in a low light situation. Remember that digital systems do not work well in low light. Try to find a way that

“digital noise” can be reduced or incorporated into your picture. Use your imagination to make the low light limitation of your camera work for the photograph.

Abstract

The abstract picture usually tries to say more to the viewer than can be seen in the image. The message is usually more effective if it is related to the image, in some new and creative way.

***Story (5 pictures)**

Tell a story with these five sequential images. Remember that each image must tell a piece of the story by itself as well. Print this project in black and white.

***Photo Restoration**

Take a picture of an old photo. Be sure to make use of the full frame. Restore the picture to “like new” through the use of computer software. Adjust the contrast, color density or shading density, fix scratches with the clone tool, etc.

***Depth of Field**

Make use of the smallest possible ‘f’ stops to achieve a narrow depth of field to draw attention to your subject. Remember to pay attention to lighting, foreground and background, shutter speed and ISO to achieve the results you desire.

Perspective

The lines in a photo that converge on a distant point help to give depth to your pictures. Photograph a subject that displays this aspect in interesting ways. Often Professional photographers use perspective to draw your eye to the object of interest. Pay attention to composition, focus, background and contrast to achieve this photo.

***Other**

The student’s choice of some other type of photograph may be used here. Make sure you are clear about what you are trying to achieve.

Instructional Component:

1. Direct instruction/individual and group
2. Independent instruction
3. Packages
4. Computer training
5. Group teaching

Assessment Component:

1. Portfolio of photographs 80%
2. Written questions/packages/quizzes/self evaluation 20%

Leaning Resources:

1. Digital camera i.e. (Fuji Finepix S700, or equivalent). It is important to have a camera with capability for manual settings! *Cell phones are not acceptable cameras!
2. Photo editor software i.e. (Adobe Photoshop CS3), (Picasa - digital photo

software/storing program for PC), (Gimp – digital program for Mac)

3. Printer (color capable but not necessary)
4. Photo paper
5. The Photoshop CS Book by Scott Kelby
6. The Digital Photography Manual by Philip Andrews
7. The Book of Photography by John Hedgecoe
8. School facilities

Additional Information:

None