SYLLABUS
TDGR269a
Winter 2018
Wed. 1-3:50 pm
Digital Rendering 1 (aka Photoshop 1)
GH18b Computer Lab
Office: GH143
Office hours: Tues. 9:30-11:00 and by appointment
vpetrovich@ucsd.edu
•Syllabus subject to change
•If you have any special needs, please let me know

An introductory studio course that explores various visual digital solutions to performance design problems.
Basic compositing tools and program features will be introduced each week and applied to the related assignments. Composition content is based on contemporary themes such as identity, memory, migration, appropriation, place, etc. Each of the assignments present progressively more complex visual design problems and technical solutions to challenges one might encounter in production design, scenic design, projection design, costume rendering, pattern design, storyboarding, concept art, graphics, etc. Particular attention will be paid to composition and design elements as this is a *design* course and not a software training program. Examples of various digital artists working with the topic, the techniques, or both-can be found under each week's assignment page.

Class structure will be roughly organized as: (with a 10 min. break in the second hour)
1. first hour dedicated to evaluation/critique of assignments
2. second hour-questions & answers/solutions to problems encountered in the assignment, and
3. third hour will be used to introduce the next assignment and set of tools.
NOTE: spend just 20 min. a day using the tools introduced to reinforce how to use them, expand how they can be used
PLUS it will allow you more time to experiment. Do not try to cram the assignment into the hour or two before class! Learning a new skill requires practice

The course website will have contact information, details of each assignment, written tutorials, inspirational artists, and selected video tutorials and links. Password given in class.
https://digitalrendering1.weebly.com/

• Save each assignment as both a layered photoshop (psd) file and either a .jpg or .png-upload both into your folder on the G-drive for class critique; feel free to upload any other relevant material to share with the class, including good tutorial links
• Appointments can be made for individual tutorial sessions
• Assignments may be adapted or substituted upon consent of instructor
• You can use your own laptop but I highly recommend having the latest version of Adobe Photoshop installed so that the features we explore are aligned (Adobe tends to change the package ingredients with each update)

>>>Please contact me if you run into problems with the assignment during the week, I'm here to help<<<

Before the first class please view:
History of Photoshop
http://tv.adobe.com/watch/photoshop-20th-anniversary/startup-memories/
• see website page on the history of Photocompositing
• Related articles and reading from *Faking It-Manipulated Photography Before Photoshop*

Week 1 Diptych/Identity
• Selection tools
• Organizing your workspace
• Layers
• Adjustment layers
• Blending methods 1
Digital self-portrait collages 1 & 2

Week 2 Scanner as camera/Memory
• How to properly use a scanner; import into psd
• Using 3d ephemera as compositional elements in a 2d rendering
• Surreal landscape/still life
1.create one composition on the scanner bed, and
2.one composition composited from individual scans of each object used in the first comp-this requires a lot of selection so consider the background before you scan each object (methods discussed in class and on website page) Use a "dark" room if you want easier isolation

Week 3 Transforming a photo into an artistic image/Appropriation
• appropriate a famous photo; alter it using image patterns, f/x functions, + sketch techniques to create a remix/reinterpretation of the original-think iterations
• filters
• photo to sketch techniques
• F/X functions
• making patterns from images
• filling with color/gradients/patterns

Week 4 Panoramas/ Place
Identify 2 spaces to document: one interior/one exterior
Create a 360 horizontal and a vertical panorama for each space; experiment with each of the photomerge features
• Automation-Photomerge
• Planet Panoramas- what else can you do with this??

Week 5 Textures and Patterns/Migration
• Libraries/automating contact sheets of your library inventory (great for projection design research)
• Creating textures in PSD
• Turn textures into patterns
• Seamless patterns; repeating
•Tessalation patterns
• Mirror/flip patterns
View Escher's work

Week 6 **Painting features/Derivatives**
the Brush engine
Photo-into-painting methods
• direct & indirect painting
• automated painting
• blending techniques

*Individual tutorials-a sheet will be posted on my office door with available time slots-this is an opportunity to go over any challenges as well as discuss your progress

Week 7 **Character Design/the body**
Optional: can use Costume Design class assignment for this project and can be extended
research>collage>creation
• compositing a sketch with a photograph
• adding texture/gradients to blend
• warp transformation
• scaling

Week 8 **Staged photographs/Constructed Realities**
• adv. photo manipulation/editing
• adding light and shadow
• see related artists-integrate at least one scaled human into the composition
• lighting filters
• perspective tools
Photographing models as storyboards

Week 9 **Animation & Video/Time**
In class:
•animation basics in PSD
•editing video basics in PSD
•rotoscoping video in PSD
Sound & image/music video is also an option

Week 10 **Final projects due/Continue with Animation & VIdeo**
intro to 3D if time allows

Week 11 **OPTIONAL** Final Portfolio/project Presentation
Final projects due