



## Syllabus

### ART 110 Digital Photography

#### General Information

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**Date** April 29th, 2019

**Author** Paul Engin

**Department** Visual and Performing Arts

**Course Prefix** ART

**Course Number** 110

**Course Title** Digital Photography

**Dual Listing (also listed as):** DIG 110

#### Course Information

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**Catalog Description** This course is designed to provide an introduction to digital photography and will cover the creative process and appreciation of methods of artistic expression through projects and exercises. The course will cover the parts of the camera and how they are used, technical and practical aspects of the digital camera, the composition of photographs using principles of art, critical analysis of photographs through peer critique and the study of notable artists, the use of image editing software for editing and manipulating photographs, and output options. The class will also cover basic techniques for improving picture quality.

**Credit Hours** 3

**Lecture Contact Hours** 4

**Lab Contact Hours** 0

**Other Contact Hours** 0

**Grading Scheme** Letter

#### Prerequisites

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None

## Co-requisites

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None

## First Year Experience/Capstone Designation

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**This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.**

## SUNY General Education

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**This course is designated as satisfying a requirement in the following SUNY Gen Ed category**

The Arts

## FLCC Values

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### **Institutional Learning Outcomes Addressed by the Course**

Vitality, Inquiry, Perseverance, and Interconnectedness

## Course Learning Outcomes

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### **Course Learning Outcomes**

1. Demonstrate novice level skill of digital workflow for projects relating to the practice of contemporary photography.
2. Create finished work in the form of print and digital output.
3. Critique final projects with peers using professional vocabulary to verbally and visually articulate form and concept

## Outline of Topics Covered

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Understanding concepts of exposure

Understanding parts of the camera

Understanding techniques to different types of shooting situations

Understanding different ways to shoot motion

Understanding control over depth of field

Understanding the rules of composition when shooting

Understanding of menus on typical cameras

Understanding of image editing software Adobe

Photoshop and/or Lightroom

Understanding of basic lighting

Understanding of storage options

Understand options for output from print to web

Understand vocabulary as it relates to industry and theory

Understand the ways in which to communicate concept through the visual language of photography

## Program Affiliation

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**This course is required as a core program course in the following program(s)**  
AAS Graphic Design