Visual Imaging Technology

Mr. Rodriguez

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Office Hours 7:15-7:45am

Course Description:

Visual Imaging Technology is about the design and production of media. This class will focus on two major types of media: Print media, and electronic media. Print media includes such things as posters, business cards, T-shirts, and anything else that can be printed on. Electronic media includes digital video and audio, digital photography, digital animation, and website development. The common thread between the two is the element of design.

This is a class that is hands-on where students will learn about each stage of the media production process. Then they will use the tools they have learned to complete various media production assignments and projects. Given the dynamic nature of the visual imaging industry, the primary goal of this class will be to give students a wide range of experiences that includes both types of media.

It will also prepare students, if they choose, to pursue a career path in the graphics industry. Students will have the opportunity to explore the field and those who currently work in it. This class allows students to immediately obtain work in the industry or guides them to a college level program for visual imagining or graphic communications. There are scholarship opportunities at the local and national level.

Projects:

Students will design and produce projects that are used in the graphics industry. This means designing products for clients. Projects we do are beneficial in three ways: students gain a skill, the client gets a quality product, and our facility gets financial support.

Skills USA:

Skills USA is a competition in which students can win prizes, receive scholarships, and gain recognition that lasts beyond high school. Students will have the opportunity to be very competitive at the regional, state, and national levels.

Portfolio:

Employers will want to see evidence of quality work. A portfolio of students' best work can often show skill level and capability that grades and transcripts cannot. Together we will make an effort to archive work throughout the year to help build that portfolio.

Safety Procedures:

1. Food and beverage in the computer lab is a privilege, if abused food and drinks will be banned. NO food or beverages in the graphics lab or darkroom!
2. Evacuation Procedure: Our designated location will be on the south end of the building, go down the stairs and exit near the art classrooms.
3. Eye emergency: If you get something in your eyes while working in the graphics lab, go immediately to either of the two eye wash stations, and follow eye wash procedures.
4. While working in the graphics lab, excessively loose clothing should not be worn, and long hair should be tied back.
5. Washing your hands is an important safety and hygiene precaution, please use soap, wash thoroughly and often.
6. Please, use the recycling bins when appropriate.

Class Materials:

1. A notebook to take notes any kind of paper will do.
2. Headphones for video assignments.
3. A writing utensil, pencil or a pen with black or blue ink.
4. Folder for handouts and notes.
5. Creativity: walk into this class prepared to open your mind to a world of possibilities.

Passes:

Class time is extremely valuable so spend it wisely. Use the restroom before or after class. However, if Necessary bathroom passes are available.

1. Fill out the class sign-out sheet.
2. Take the class restroom pass with you.
3. When you return sign back in.
4. The bathroom pass is only available when it is an appropriate time to excuse your self from class (not in the middle of something important).

For all other times students need to leave the classroom, use the following procedures.

1. Fill out the class sign-out sheet.
2. SPEAK with your teacher to make sure you can leave.
3. Fill out a yellow pass.
4. Check back in with you teacher when you return (more speaking) and sign back in on the class sign out sheet.

Equipment:

1. Respect all equipment
2. Equipment is limited and expensive and we need to keep it in excellent working order. Do not use it inappropriately or leave it unattended.
3. The use of school equipment is a privilege.
4. Please use the equipment correctly and advise others to do the same. By not doing this, students will lose the privilege of using it, which will severely impact your chances of success in this class.

Computers:

1. Always log out from your computer whenever you leave the classroom.
2. Computers and Internet usage is for class work only.
3. Always save files to your "User" folder on the GraphicsComm server.

Classroom Expectations:

1. Be on time (be in the room before the bell stops ringing).
2. Do not leave the classroom for any reason without getting a signed pass from me.
3. Conduct yourself in a responsible way at all times.

Be Aware:

1. Cheating and academic dishonesty infractions: You will receive an E on the assignment and parents will be contacted. If there is a second infraction you will loose credit for the class.
2. Keep all assignments and projects, do not throw anything away!
3. Items not to be scanned or photographed include but are not limited to money, licenses, official documents, gang signs and symbols, obscene material, sexist material, drug or alcohol images, or racist material. If you have a questions about an image you are using most likely you should not be using it, but you may speak to me about the image in question and I will let you know if it is okay to use.

Grading:

Students will be graded on Assignments, Daily Participation (lab), and Projects throughout the trimester. This makes up the average grade worth 80% overall. A final exam and portfolio make up the "Final Exam" grade worth 20% overall.

1. Assignments: Include worksheets, quizzes, short written assignments etc. and are worth 10-30 points each. Adobe certification assignments will fall into this category.
2. Daily Participation: This grade is determined by the student being on task, having good time management within the graphics lab, working on appropriate assignments and following equipment procedures, and is worth 10-20 points per project.
3. Projects: This includes products created in the graphics lab; each project will have its own grading criteria and is worth 50-100 points each.
4. Exam: This will be a combination of an actual test along with the completion of a portfolio worth 15% of the total grade

Homework:

Homework is a completion of what needs to be finished for projects. Since homework will not be assigned regularly students are expected to use class time to its fullest potential. The lab will be open before and after school on a regular basis and students may want to take advantage of this extra lab time.

Late Work:

There should never be a time when students turn in work later than the due date. However, since there are occasional events that are beyond one's control, students may turn in late work for significantly less credit. The instructor reserves the right NOT to accept late work!

Shared Expectations

RESPECT: The dynamic relationship between students and teachers, when mutual **respect** is present in the classroom, the following expectations are fulfilled:

Teachers that show respect for students and learning
- Are knowledgeable about the subject matter.
- Are prepared for class with materials and visuals designed with all students in mind, including those with disabilities.
- Approach each class with enthusiasm for the learning process and academic inquiry.
- Foster an environment of collaborative learning, encouraging active participation rather than passive attendance.
- Respect students as individuals, taking into account a student's learning style and background.
- Demands timeliness with attendance and assignments.
- Set high performance standards and communicate how to achieve them successfully.
- Clearly state standards for evaluating student work when assignments are given.
- Return student work or respond to student inquiries in a timely fashion.
- Honor office hours and be reasonably available at other times.
- Refrain from using language, humor, or course examples that may be insulting or insensitive.

Students that show respect for teachers and learning
- Prepare for each class and laboratory session.
- Approach each class with enthusiasm for the learning process and academic inquiry.
- Are willing to be active learner in the classroom.
- Value diversity in the classroom, refraining from using language that may be insulting or insensitive.
- Commit the necessary time and effort required in each course.
- Finish assignments in a timely fashion.
- Communicate with the teacher to prevent an issue from becoming an insurmountable problem.
- Respect the learning environment by minimizing distractions such as arriving late or reading other materials in class.
- Respect his/her peers.