

**Module Outline**

**Part 1- as validated**

1.	<b>Title</b>	<b>DU1BAADF0D / DU1BAADP0D Workshop 02: Materials and Processes (digital and lens-based)</b>
2.	<b>Level *</b>	<b>0 (3)</b>
3.	<b>Credits</b>	<b>20</b>
4.	<b>Indicative Student Study Hours</b>	<b>42 hours lectures and Seminars; 158 hours independent study</b>
5.	<b>Core (must take and pass), Compulsory (must take) or Optional</b>	<b>Compulsory</b>

*\* Foundation Level=3 Degree Year 1 = 4 Degree Year 2 = 5 Degree Year 3 = 6 PG (Masters) = 7*

**5. Brief Description of Module (purpose, principal aims and objectives)**

**Background**

In order to fully explore their ideas and interests, art and design students need to develop a 'tool-kit', or set of skills, in a variety of techniques, processes and materials. As well as older or more orthodox examples, students also need to develop skills in more contemporary digital and lens-based technologies. It is often the case that artists and designers combine these different materials, processes and procedures in their work, rather than select one or the other.

**Purpose**

The purpose of this module is to provide students with practical introductions to some of the digital and lens-based processes and equipment available to them. This will contribute to the range of skills with which they can go on to develop their art and design ideas and interests as their studies and careers progress.

**Principal aims and objectives**

- For students to develop an awareness of the broad range of materials, techniques and processes that are potentially available to use in developing their art and design project work.
- To support students in developing skills in using and applying materials, techniques and processes relating to art and design practice.
- For students to be able to assess the practical suitability of different materials and processes in relation to their intended use.

**6. Learning Outcomes - On successful completion of this module a student will be able to:**

*(Add more lines if required)*

1.	Demonstrate familiarity with lens-based and digital technology equipment and materials in relation to art and design practice.
2.	Apply lens-based and digital technology skills.
3.	Produce resolved art and design work utilising lens-based and digital technology.
4.	Demonstrate the ability to record and evaluate their work and performance.

## 7. Assessment

### Pass on aggregate or Pass all components

*(modules can only be pass all components if this is a PSRB requirement)*

**Aggregate**

### Summary of Assessment Plan

	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes	100%	No	N/A	1 - 4	Submissions for assessment will be in the form of a physical/Digital portfolio, or body of work produced throughout the duration of the module.

### Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

**Submissions for assessment** will be in the form of a physical portfolio, or body of work produced throughout the duration of the module. This should be sufficient in content and volume to demonstrate that the learning outcomes have been met to the minimum standard in relation to the various practices or processes explored.

**Material Outcomes** will be the practical work developed by students in relation to a specific brief, topic or theme. At this stage of the course, it is anticipated this will be tutor led, but there will also be scope for students to explore independently identified interests in private study time.

## 8. Summary of Pre and / or Co Requisite Requirements

n/a

## 9. For use on following programmes

**ZU1BAADF00 BA (Hons) Art and Design with Foundation Year FT – Level 0**

**ZU1BAADP20 BA (Hons) Art and Design with Foundation Year PT – Level 0 (Stage 02)**

<b>1.</b>	<b>Module Leader</b>	<b>Sarah Sabin</b>
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<b>2.</b>	<b>Indicative Content</b>
	<p>A studio and workshop-based practical module, supported by tutorials, workshops, demonstrations and designed to introduce lens-based and digital art and design, techniques and processes.</p> <p>Through weekly workshop sessions, students will explore approaches to range of workshop-based practices, such as photography and digital imaging.</p> <p>Supporting students in developing an awareness of relevant historical and contemporary work will also form part of the delivery.</p> <p>Outcomes will be evidenced through the submission of a portfolio of practical or digital work, sketchbooks, contextual research and written reflection.</p>

<b>3. Delivery Method</b> (please tick appropriate box)					
Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (specify)
Yes					
<i>If the Delivery Method is <b>Classroom Based</b> please complete the following table:</i>					
	Activity (lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments	Learning Outcomes	
1	Photography Studios	3 Hrs	Introduction to the Photography Facilities. Photograms, Pinhole Cameras and the Darkroom.	1 to 4	
2	Photography Studios	3 Hrs	The SLR Camera. Shooting and developing roll film 1.	1 to 4	
3	Photography Studios	3 Hrs	Shooting and developing roll film 2. In the darkroom.... again. Using the enlarger, printing from film 1.	1 to 4	
4	Photography Studios	3 Hrs	In the darkroom.... yet again. Using the enlarger, printing from film 2.	1 to 4	
5	Photography Studios	3 Hrs	Introduction to the digital SLR and basic image capture 1.	1 to 4	
6	Photography Studios	4 Hrs	Introduction to the digital SLR, image capture and basic file management 2. +individual tutorial.	1 to 4	
7	Digital Workshop	4 Hrs	<i>It's a bit like Os and Xs....</i> Introduction to the Mac and Digital Imaging software 1. Demo/exercise on Text in Photoshop (e.g.). Retouching and manipulation tools. +individual tutorial.	1 to 4	

8	Digital Workshop	4Hrs	Digital Imaging software 2. Retouching and manipulation tools. +individual tutorial	1 to 4
9	Digital Workshop	3 Hrs	Digital Imaging software 3. Section Techniques and Layers.	1 to 4
10	Digital Workshop	3 Hrs	Digital Imaging software 4. Working in a non-destructive way + Discussion on ethical and moral integrity of images and historical manipulation verses contemporary.	1 to 4
11	Digital Workshop	3 Hrs	Digital Imaging software 5. Demo/exercise on Masking Techniques, Colour models and Resolution.	1 to 4
12	Digital Workshop	3 Hrs	Digital Imaging software 6. Individual project working with tutor support.	1 to 4
13	Digital Workshop	3 Hrs	Digital Imaging software 7. Individual project working with tutor support.	1 to 4
<b>Total Hours</b>		<b>42</b>		
If delivery method is <i>not</i> classroom based state lecturer hours to support delivery				

#### 4. Learning Resources

*To include contextualised Reading List.*

##### **Physical Resources:**

H20/40/43 Photography Studios / H102 Mac suite

##### **Reading List:**

Bendani, L. and Antonini, M. *Experimental Photography: A Handbook of Techniques* (London: T&H, 2015).

Faulkner, A. and Chavez, C. *Adobe Photoshop CC Classroom in a Book, 2<sup>nd</sup> Edition* (San Francisco, Adobe, 2019).

Langford, M. et al. *Langford's Basic Photography: The Guide for Serious Photographers, 10<sup>th</sup> Edition* (London: Routledge, 2015).

Bauer, P. *Adobe Photoshop CC For Dummies* (London: John Wiley, 2018).

##### **Websites**

Free online Digital Photography tutorials

<https://alison.com/courses/introduction-to-digital->

V&A Photography collection:

<https://www.vam.ac.uk/collections/photographs>

Adobe Creative cloud tutorials:

<https://helpx.adobe.com/uk/creative-cloud/tutorials-explore.html>