



## UNIVERSITI TEKNOLOGI MARA

### FET130: TIME-BASED MEDIA & TECHNIQUE

<b>Course Name (English)</b>	TIME-BASED MEDIA & TECHNIQUE <b>APPROVED</b>
<b>Course Code</b>	FET130
<b>MQF Credit</b>	2
<b>Course Description</b>	In this course students will be introduced to Pixelation (bitmap/JPEG/JPG/PNG) image processes. Students will learn on how to create and edit digital images by using up to date image editing software commonly used by the industries. All the exercises will be conducted hands-on and in the form of a problem based approach. Students will be guided in conducting their visual research, laboratory exercises and preparing a portfolio of artworks. Student final project will be based on a particular theme (related to shape). Guidance and assessment will be conducted continuously throughout the semester.
<b>Transferable Skills</b>	Computer Skills - Photoshop Communication Skills Time Management Analytical and Critical Thinking Creative thinking and Problem Solving
<b>Teaching Methodologies</b>	Lectures, Lab Work, Demonstrations, Problem Based Learning (PBL), Discussion, Presentation, Journal/Article Critique
<b>CLO</b>	<p>CLO1 Present the fundamental knowledge of art and design for providing solution through the understanding material and technique in the time-based media</p> <p>CLO2 Follow systematically base on guided response in producing the set of visual development and artwork using appropriate material and technique</p> <p>CLO3 Manipulate using appropriate skills from the previous artwork's experience for final project through the application of material and technique in the time-based media discipline</p> <p>CLO4 Complete the discipline phenomena for giving value from managing the information in the discipline of time based media through the portfolio, report (research process and artworks development) and self-involvement assessment</p>
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. RESEARCH AND THEORY: Introduction, Reference, Software, Interface</b> 1.1) Introduction To Time Based Media: Shape 1.2) Artist and Artwork Reference 1.3) Software and Hardware 1.4) The Interface	
<b>2. VISUAL RESEARCH: Artwork Studies, Sketches, Idea, Proposal, &amp; Tools</b> 2.1) Artwork Reference and Studies 2.2) Rough Sketches 2.3) Idea and Development 2.4) Artwork Proposal 2.5) Selection Tools and Layers 2.6) Pen Tool and Path 2.7) Adjustment Tools	
<b>3. MATERIALS AND TECHNIQUE: Retouching, Repairing, Compositing</b> 3.1) Retouching & Repairing 3.2) Compositing 3.3) Layer Style and Blending Mode	

**4. FINAL EXECUTION: Organizing, Special Effects, Finishing Process**

- 4.1) Organizing and Composing Items
- 4.2) Adjustment and Special Effects
- 4.3) Finishing Process
- 4.4) Formatting
- 4.5) Printing and Publishing

**5. PRESENTATION**

- 5.1) Portfolio Development
- 5.2) Project Report and Compilation

Assessment Breakdown		%	
Continuous Assessment		100.00%	

  

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Final Execution Assessment	25%	CLO3
	Presentation	Exhibition Assessment	15%	CLO4
	Visual Assessment	Visual Process Assessment	45%	CLO2
	Written Report	Research Paperwork Assessment	15%	CLO1

  

Reading List	Recommended Text	Reference Book Resources
	<ul style="list-style-type: none"> <li>• Adobe Creative Team 2010, <i>Adobe Photoshop CS5</i>, Adobe Press [ISBN: 0-321-70176-3]</li> <li>• Lea, Derek 2006, <i>Photoshop Element Drop Dead Fantasy Technique</i>, The Press Limited UK</li> <li>• Fitzgerald, Mark 2008, <i>Restoration and Retouching Bible</i>, Wiley Publishing Inc.</li> <li>• Airey, T. 2001, <i>Creative Digital Printmaking. A photographer's Guide to Professional Desktop Printing</i>, Watson-Guptill Publication</li> <li>• Worobiec, Tony and Spance, Ray 2005, <i>Digital Photo Artist: Creative Technique and Ideas for Digital Image-Making</i>, Page one Publishing Private Limited</li> <li>• Zelanski, Paul. Pat Fisher, Mary 1994, <i>The Art of Seeing</i>, Prentice Hall, N.J.</li> </ul>	<ul style="list-style-type: none"> <li>• Pring, Roger 2002, <i>Photoshop Type Effects</i>, The Press Limited US</li> <li>• Ocvirk, Stinson, Wigg, Bone, Cayton 1998, <i>ART FUNDAMENTAL (Theory and Practice)</i>, The McGraw-Hill Companies</li> <li>• Atkins, Robert 1990, <i>Art Speak</i>, Abbeville Press N.Y US</li> <li>• Zuckerman, Jim 2001, <i>Digital Effects</i>, A David and Charles Book</li> <li>• Farace, Joe 2001, <i>Printing The Image</i>, RotoVision SA</li> <li>• Fineberg, Jonathan 1995, <i>Art Since 1940 (Strategies Of Being)</i>, Prentice Hall, N.J.</li> <li>• Heinicke, Elisabeth 2002, <i>Web Tricks &amp; Techniques: Layout</i>, Rockport Publishers Inc.</li> <li>• Kelby, Scott &amp; Nelson, Felix, <i>Photoshop CS Killer Tips</i></li> <li>• Caplin, Steve 2002, <i>How to Cheat in Photoshop</i>, Focal Press Publication, Oxford</li> <li>• Pring, R 2002, <i>Photoshop Type Effects, Visual Encyclopedia</i>, New Riders Publishing US</li> <li>• Weinmann, E., Lourekas P. 2002, <i>Photoshop For Window &amp; Macintosh: Visual Quickstart Guide</i>, Peachpit Press, Berkeley</li> <li>• Giordan, D. 2002, <i>How to Use Adobe Photoshop 7</i>, Que, Indiana US</li> <li>• Seymour, Luanne Cohen 2004, <i>Adobe Illustrator CS Creative Studio</i>, Peachpit Press</li> <li>• West, Jeff Van 2004, <i>Adobe Illustrator CS Hands-on Training</i>, Linda.com/books Peachpit Press</li> <li>• Stever, Sharon 2002, <i>The Illustrator 10 Wow! Book</i>, Peachpit Press</li> </ul>

  

<b>Article/Paper List</b>	This Course does not have any article/paper resources
<b>Other References</b>	This Course does not have any other resources