AS Photography course outline

Photography includes artwork in film, video and digital imaging. Frequently, the techniques of the different disciplines are used to convey messages and create works in other graphic disciplines, such as television advertisements and the use of photographic images in magazines, books, advertisements and in digital forms.

On this course the emphasis will be on digital photography, animated film and video.

SEPT OCT NO	OV DEC	JAN FEB	MAR APR MAY
DIGITAL PHOTOGRAPHY	ANIMATION	INDEPENDENT STUDY	FINAL PIECE
 Keyskills—Composition, view-points, layering, photoplus software, cloning and colour manipulation. Photomontage. Portraiture—dramatic lighting and chiaroscuro, mood and expression. Close ups and the abstract. Light drawings. Juxtaposition and the surreal. Presentation on artists work. Use of traditional artists materials in photography. 	To include: Stop frame animation. Claymation and found objects. Storyboards and scripting. Using sound. Windows movie maker and Jasc animation shop.	Students to think creatively and develop a body of work and a realisation on one of the following themes: Camouflage. Journeys. Time. Urban landscape. Art with a message. Reflections and surfaces. Times of the day. Students will negotiate individually the content of their work and may wish to specialise in one of the areas studied previously on the course.	The culmination of the AS course. Students are given a six week period to prepare materials and ideas for a final realisation of their coursework.

Students are expected to keep a work journal or diary for the coursework unit that will include observations and information given, experimentations and annotated ideas, and collected materials. This should be complemented through students using other ICT based media (powerpoint, Flickr etc) to display their work.