

DESIGN FOR THE WEB

Course Description:

This course is offered to individuals who are interested in understanding the basics of professional web design. Participants will use Adobe Photoshop, ImageReady and Dreamweaver to create a working website that holds to professional standards in usability and on screen effectiveness.

Course Organization and Equipment:

The course is organized as a 4 week course with 8 sessions, 2 per week. Course sessions will run for 2 hours per session (16 hours). Courses can start at 4pm and end and 6pm. Participants will work on Apple Macintosh G4 computers and will be taught the basics in using computer software such as Adobe Photoshop, ImageReady and Dreamweaver.

Instructor:

This course will be taught by Mr. Chae Ho Lee. Mr. Lee teaches a variety of Graphic Design courses at Zayed University. He holds a Master of Fine Arts Degree from the Rhode Island School of Design and has worked as the Design Director for the internationally recognized Asia Society in New York City. Mr. Lee has been involved in creating major website projects for a number of cultural and educational institutions throughout the United States and abroad.

Location:

Dubai Internet Media City

Requirements:

Experience working with Photoshop and Mac applications.

Maximum Number of Participants: 9

Times and dates:

Sunday February 29, 5-7 PM
Tuesday March 2, 5-7 PM
Sunday March 7, 5-7 PM
Tuesday March 9, 5-7 PM
Sunday March 14, 5-7 PM
Tuesday March 16, 5-7 PM
Sunday March 21, 5-7 PM
Tuesday March 23, 5-7 PM

Contact information:

Chae.Lee@zu.ac.ae

DIGITAL IMAGING & PHOTOGRAPHY

Course Description:

The goals of this course are to introduce the student to the fundamental skills and theory of photographic digital imaging and to explore the capabilities of digital photography that provide additional creative possibilities to the artist. Participants will learn the basics of how to control and manipulate digital images using Adobe Photoshop. Participants will learn Photoshop technique by completing a series of assignments and exercises that will cover basics of digital imaging theory, image sizing and resolution, basic image control, tonal and color correction, retouching, filtering and other manipulation, creative selection, collage and montage techniques. Technical skills will be developed with an emphasis on using digital tools to begin creating a personal vision.

Course Organization:

Digital Imaging & Photography will be a four week course with eight sessions, meeting twice a week for two hours each session. Participants will work on Macintosh iMac computers using Adobe Photoshop software. Participants will not require any previous experience with Photoshop, but should have a basic familiarity with personal computers.

Instructor:

Mr. Neil Chowdhury will teach this Course. Mr. Chowdhury teaches photography, digital video, and graphic design at Zayed University. He earned a Master of Fine Arts Degree from the University of Washington, and a Bachelors of arts in photography from Western Washington University. He has worked for many years as an industrial photographer at Ford Motor Company, and has exhibited his work as a fine art photographer and video artist in the United States.

Location: Zayed University, Dubai Campus

Requirements: Participants will be required to have basic understanding of the Macintosh desktop computing environment. Providing your own camera, either digital or film; know basics of how to use it if you want to make new photographs to use in the class.

Maximum Number of Participants: 15

Times and dates:

Sunday February 22, 6-8 PM
Tuesday February 24, 6-8 PM
Sunday February 29, 6-8 PM
Tuesday March 2, 6-8 PM
Sunday March 7, 6-8 PM
Tuesday March 9, 6-8 PM
Sunday March 14, 6-8 PM
Tuesday March 16, 6-8 PM

Contact Information:

Neil.Chowdhury@zu.ac.ae

**THREE DIMENSIONAL COMPUTER
MODELING WITH MAYA**

Course Description:

This course will be offered to individuals who are interested in learning 3D computer modeling techniques, using Maya. It will cover specific techniques involved with creating 3D objects in space. You will learn how to make organic and linear models using a number of techniques including polygonal, NURBS, and spline modeling. This class will also cover rendering, textures, materials and virtual lighting. A Basic understanding of computer graphic programs is recommended before enrolling in this class.

Course Organization and Equipment:

The course is organized as a 4 week course with 8 sessions, 2 per week. Course sessions will run for 2 hours per session (16 hours). Courses can start at 6pm and end and 8pm. Participants will work on Apple Macintosh G4 computers, on the Zayed University campus.

Course Instructor:

Mr. Jason DeMarte will teach this course. Mr. DeMarte teaches 3D animation and photography at Zayed University. He holds a Master of Fine Arts in Visual Design from the University of Oregon and has Bachelors of Fine Arts in Photography from Colorado State University. He is experienced in a broad array of new media including computer graphics, digital video, 3D animation and multimedia authoring.

*This is a modeling not animation course.

Location:

Zayed University, Dubai Campus

Requirements:

Basic understanding of computer graphics.

Maximum Number of Participants: 15

Times and dates:

Saturday February 21, 6 to 8 PM
Monday February 23, 6 to 8 PM
Saturday February 29, 6 to 8 PM
Monday March 1, 6 to 8 PM
Saturday March 6, 6 to 8 PM
Monday March 8, 6 to 8 PM
Saturday March 13, 6 to 8 PM
Monday March 15, 6 to 8 PM

Contact information:

Jason.demarte@zu.ac.ae

INTRODUCTION TO 3D ANIMATION

Course Description:

This course will introduce concepts and strategies of 3D animation. Participants will jump head first into Maya learning polygonal modeling techniques, Sub Division Modeling, Organic modeling, Industrial modeling, Lighting and Animation.

Goals and Objectives:

Participants will learn the fundamentals of Maya Animation and the impact it has upon film, industrial design, web design and video. Participants will obtain a solid understanding of Maya 4.5 software. This knowledge will help transcend your ideas and sketches into 3/Dimensional objects. Participants will learn to scan images, shoot digital photography and download images off the Internet to aid towards creating 3/D animations. Participants will create 3/D artwork that complements the classroom chapters and also the assignments.

Course Organization and Equipment:

The course is organized as a 3 week course with 6 sessions, 2 per week. Course sessions will run for 2 hours per session (12 hours). Courses can start at 6 pm and end at 8pm.

Course Instructor:

Thomas Tucker will teach this course. Mr. Tucker teaches Graphic design, 3D animation and Multi-media at Zayed University. He holds a Master of Fine Arts Degree from The Chicago Art Institute and has a Bachelors of Fine Arts degree from Kansas City Art Institute. He is experienced in variety of backgrounds specializing in web-media, 3D animation, multimedia authoring, graphic design, post production, digital video and robotics.

Location:

Zayed University, Abu Dhabi Campus

Requirements:

No previous computer experience is required. Only Macintosh operating systems will be available in classroom settings.

Maximum Number of Participants: 15

Times and dates

Sunday February 29, 7 to 9 PM

Tuesday March 2, 7 to 9 PM

Sunday March 7, 7 to 9 PM

Tuesday March 9, 7 to 9 PM

Sunday March 14, 7 to 9 PM

Tuesday March 16, 7 to 9 PM

Sunday March 21, 7 to 9 PM

Tuesday March 23, 7 to 9 PM

Contact information:

thomas.tucker@zu.ac.ae