Student Photo Media Lab Monitor:
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Studio Coordinator: Amy Archambault, Ext. 2449

Visual Arts Studio
105-01

Digital Art Studio 1
Fall 2012 Millard Media Lab Tuesday and Thursday 9:00am-10:50am

Course Description:
A hands-on introduction to digital imaging on Macintosh computers. Generate and manipulate images and files within an artistic context. Think creatively, work digitally and examine the potential of digital art making as a new form of art. In addition to class projects and critiques in the media lab, students discuss contemporary artists who use the computer in their work. Prerequisite: One previous studio art course. One unit.

Class projects and critiques.
Students are REQUIRED to purchase a FLASHDRIVE.

This course is taught in a lecture/discussion, studio format. It involves a series of class projects that will require work time outside of class followed by class critiques. Related readings will be discussed in class.

Course Website: Moodle

Course Objectives: After taking this course students will be able to:
• Identify when and why to use digital art making tools
• Explain and articulate their art and design choices
• Demonstrate fluency in Adobe Photoshop and Adobe Illustrator
  a. Input—cameras, found images, resolution, image size, file size, scanning
  b. Processing—selection, layers, image control, text, drawing
  c. Output—printing, resolution, print profiles, various media

Lab Rules:
• No Food or beverages in the lab
• Respect the machines
• Back up, back up, back up!
• Ask the instructor, ask a peer, ask the web
• You may not print personal documents, club flyers or anything that is unrelated to our course on the lab printers.
• YOU MUST WEAR CLOSED-TOE SHOES
Required Texts
Photoshop CS5 for Windows and Macintosh: Visual QuickStart Guide
Elaine Weinmann (Author), Peter Lourekas (Author)
Peachpit Press, 2010

Illustrator CS5 for Windows and Macintosh: Visual QuickStart Guide
Elaine Weinmann (Author), Peter Lourekas (Author)
Peachpit Press, 2010

Materials
A limited number of cameras will be available for checkout. There are several assignments that will require the use of the camera. A point-and-shoot digital camera is acceptable but a cell phone camera is not.

- USB Drive
- CDRs, DVDs

You will need to constantly back up your work since nothing can stay on the lab computers. If you are going to be taking more media courses you should buy an external drive.

If you are interested you may also use specialty printing papers i.e. vellum, clear film etc.

The lab fee will cover the cost of printing images on standard paper for projects. This fee covers the cost of ink and maintenance of the lab. This also covers one large format print if required. Any further prints on the large format printer will cost an additional fee.

Evaluation:
Attendance/Participation 10
Photoshop and Illustrator Lessons 10
Journals/Tumblr 10
Exercise 1: Picture Puzzle 5
Project 1: Two Word Collage 10
Project 2: Memory/Place/Space 15
Project 3: Do Not Be Original 15
Project 4: Create Stop Motion 25

I will be using a positive points system instead of a letter system. At any point in the semester, you can figure out your average but dividing the points you have gotten by the total points possible up to that point.
Each project will have a detailed assignment sheet that describes how the points are distributed and what is required for the completion of the project. There are several due dates within each project, for example, sketches will be due before the entire project is due.

**Grade descriptions:**
A: excellent work and excellent work ethic and exceptional class Participation and attendance.
B: solid work and work ethic along with great participation and attendance.
C: average work that fulfills the project and average work ethic,
D: less than average work and a poor work ethic,
F: failing to complete projects and non participation

**Grading Scale**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>95-100</td>
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<td>D+</td>
<td>67-69</td>
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<tr>
<td>D</td>
<td>60-66</td>
</tr>
<tr>
<td>F</td>
<td>0-59</td>
</tr>
</tbody>
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**Critique:**
Digital Arts Studio 1 is primarily studio course with some lecture components. Critique is an essential component of the class. You will be expected to participate and throughout the semester will become more comfortable and used to talking about each others work. We will critique the projects in class when they are due. We will several different styles of critique for the assignments including:
a. Written Feedback—Both to prepare for the critique and to review peer work
b. Presentation Method—Student gives a more formal traditional presentation on their work.
c. The Work Stands Alone—The class reviews the work or gives a “cold” read then discussion begins

Participation is an important element of this course. Each student will be evaluated on the level of how well they participated in the enrichment of the class experience. In other words, how much each student participates in class discussions and critiques. This is a highly participatory course that demands students to offer their own insight and feedback.

**Written Expression:**
You will be required to write responses, proposals and reflections for this course. It is expected that written expression be clear, have proper grammatical structure, and relate to the specific
topic given. Each assignment will be evaluated specifically but these general categories apply to all written work, even if it is on a blog or digital format.

**Statement of Disability:**
Anyone in this class who has a special need that may be the result of a disability should see me after class as soon as possible. I am sure we can work out whatever arrangement may be necessary to accommodate you to ensure you perform up to the best of your abilities.

**Attendance**
Students are required to be present for all classes. Any student missing class must notify professor. It is essential to be present for every class. Students should refer to the college policy on attendance to classes (College Catalog page 17.) Course grade will be lowered for unexcused absences. Alerting the teacher of an absence does not necessarily mean the absence is excused.

From the Department: “Regular attendance and active participation are fundamental requirements for success in a studio art course, therefore attendance to all classes is required. Excused absences are granted only by an appropriate source (Class Dean, Health Center). If you play a sport or have other extra-curricular obligations, please notify your instructor in advance. Unexcused absences will lower a student’s overall grade in the course. In addition, being habitually late, leaving early from class, or arriving unprepared will also negatively impact a student’s overall grade. Attendance is also required for field trips, artist lectures, or gallery receptions that are listed as required on the syllabus. Please see your instructor for make-up policy in the event you have a conflict with one of these extra-curricular events.”

In this class, more than one unexcused absence will affect your attendance grade. Missing more than 5 classes will result in no points in that category which will lower your grade 10 points.
Schedule:
Part 1: Intro to Photoshop

August 30- Introduction to the course
Review Elements of Design
Intro to Mac/Photoshop
CBL Visit

Sept 4- Demo Photoshop Tools, Brushes, Workspace
In-Class Activity: Cropping, Color Correction, Retouching
Reading: Digital Art: Introduction

Sept 5- Cantor Art Gallery Create Talk by Tom di Maria From the Margins to Mainstream: Art and Disability Today 5:15-6:15pm or Opening (Choice of talks 1-REQUIRED)

Sept 6- In-Class Activity: Making Selections
Reading: Digital Art: Introduction, Digital Technologies as a Tool

Sept 11- Demo Printing
In-Class Activity: Layering, Resolution
Online Journal #1 Due

Sept 13- Picture Puzzle Due
Intro to Two-Word Collage

Sept 18- Demo Photoshop Actions, Automation
Sept 20- In-Class Activity: Replacing a Head
Reading: Practices of Looking, Appropriation

Sept 25- Collage Due
Tumblr #1 Due-Collage collection

Sept 27- Intro Illustrator
Intro Project 2: Memory/Place/Space
In Class Activity: Basic Drawing (Pencil)

Oct 2- In-Class Activity: Typography & My Name Is
All PS Lessons Due

Oct 3- Talk by Lawrence Rinder & Matthew Higgs 5-6pm Hogan 519
(Choice of talks-1 REQUIRED)

Oct 4- In-Class Activity: My Name Is (Cont)
Illustrator Demo Pen tool

Oct 9- Fall BREAK
Oct 11- Fall BREAK

Oct 16- Demo Illustrator Live Trace
Demo Live Paint/Masking
Oct 18- Memory/Place/Space **Due**
Tumblr #2 **Due**- Interior Space Artists
Intro Do Not Be Original

Oct 23- Research/Lab Time
Oct 25- Research/Lab Time

Oct 30- Print/Lab Day
Nov 1- Do Not Be Original Presentations

**Nov 3-**
**Tentative Meet with Seven Hills Partner @ Cantor**

Nov 6- Do Not Be Original Presentations
All Prints Due

Nov 8- Written Critique Discussion
Online Journal #2 **Due**- Artist summary
Intro Final Project: Create Stop Motion

**Nov 10-**
**Tentative Meet with Seven Hills Partner @ Cantor**

Nov 13- All Illustrator Lessons **Due**
Demo: Final Cut Interface & Capture

Nov 15- In Class: 15 sec. film *bring camera and cord to class

Nov 20- Reading: Create introduction by Lawrence Rinder
Nov 22- No Class-Thanksgiving Break

Nov 27- Demo: Sound Edit
Demo: Export /Sharing

Nov 29- Create Part 1 **Due**

Dec 4- Lab Day
Reading: TBA

Dec 6- Lab Day

Dec 8-10 Study Days

Dec 11-15 Final – Create Stop Motion Part 2 **Due**
Online Journal #3 **Due**, CD/DVD of semester work **Due**
Create: Stop Motion

Objectives: After completing the assignment you will be able to:

Technical
- Capture, Edit and Export a digital video
- Edit sound for video
- Identify contemporary artists who work in stop motion animation
- Discuss the element of time in visual art

Social
- Make appropriate accommodations and consider the experience of your partner
- Observe/Document another artist’s process
- Exchange ideas and work together to create the stop-motion video piece

Description

*Part 1: Creative Documentation*

You will be paired with an artistic member of the Seven Hills community.

First you will meet with your partner on either Nov. 3 or Nov. 10 at the Cantor Gallery. During this meeting you will get to know each other, talk about the exhibit, talk about their artwork and what they like to make. They will bring an example of their own work. Please bring a photo, print or example of artwork you’ve made to show them. You should take notes and begin thinking about how this will best be documented as a stop-motion animation. With their parent or personal aide, confirm the next studio meeting time.

The next time you meet, you will work on the project in the Millard Studios. You will photograph the artist working and create a stop-motion animation of their process. If your artist wants to create a narrative, work with them to make this happen. However, the animation does NOT have to have a story or characters. The piece can simply show the development of their work over time. Remember the more pictures in the sequence the better. (Example if each image is shown for .1 seconds you will need 450 images) Consider jump cuts and how the piece will flow.

After you photograph the work, edit the images in iMovie using the methods learned in class. You must add sound to the work from the selected Holy Cross student sound. Please make this piece between 45 seconds and 2 minutes long.
**Part 2: Creative Inspiration**

After working with your artist, think about what you personally respond to in their process and about their way of working. Did you learn something from the way he/she created? Was there something about their finished work that you enjoyed? Was there something about the experience of collaborating that you want to explore? Create a new stop-motion animation piece inspired by the work of the Seven Hills artist you were paired with. Use their work as a starting point to create something new. You must add sound to the work from the selected Holy Cross student sound. Please make this piece between 45 sec and 2 minutes long.

When each piece is finished, export it as a .mov file. When both are finished, create a DVD (via iDVD) for your partner with both works. Hand in a .mov file of each piece to me so I can create a class collection.

**Evaluation:**

**Part 1- Collaborative Work**

*Participation/ Engagement* 5pts: Did you meet, schedule and work with your partner? Did you plan and work with your partner on the piece? What was the nature of the collaboration? Were you flexible and willing to work together?

*Finished Project* 5pts How did you create the piece? How did you use their work to make the new animation? Is the quality good i.e. no pixelized images, no blurry images? How did you use sound in the piece? How did you edit and finish the work? Did you export in the two different formats?

**Part 2- Your own Work**

*Formal 5 pts* How does the piece use time? How does the piece flow visually? What media and style did you use? How did you explore sound?

*Technical 5 pts* –How is the piece produced? Is the quality of the images good? i.e. no blurry images, no pixelized images? Is the quality of the export good? Did you explore properly and create the two required file formats?

*Conceptual 5 pts* - What is the piece about? How did you use your previous experience with your partner to inspire this work? What type of visual experience does the piece create? How does the style, images support the idea? How does the sound support the idea?
Nov 3-  
*Meet with Seven Hills Partner @Cantor*  
*Bring in an example of your work. Confirm your studio time.*

Nov 6-  
*Not Original Prints Due*  
Intro Final Project: Create Stop Motion Strategies for Successful Images

Nov 8-  
Demo: Final Cut Interface & Capture  
Written Critique Worksheet Due  
Online Journal Due

Nov 10-  
*Meet with Seven Hills Partner @ Cantor*  
*Bring in an example of your work. Confirm your studio time.*

Nov 13-  
All Illustrator Lessons Due  
In Class: 15 sec. film *bring camera and cord to class

Nov 15-  
Demo: Sound Edit  
Lab Day

Nov 20-  
Lab Day  
Reading: Create introduction by Lawrence Rinder

Nov 22-  
No Class-Thanksgiving Break

Nov 27-  
Demo: Export /Sharing  
Lab Day

Nov 29-  
Create Part 1 Draft Due (In-Progress Critique)

Dec 4-  
Lab Day

Dec 6-  
Lab Day  
Online Journal #3 Due  
CBL Reflection

Dec 8-10  
Study Days

Dec 12  
VAST-105-01 11:30 AM  
VAST-105-02 8:00 AM

Final – Create Stop Motion Part 1 & 2 Due (.mov & DVD)  
CD/DVD of all visual projects from semester work Due