ARTSTDIO_287 Computer Graphics For The Artist_F2015

__287 Computer Graphics For The Artist Course Description

Creation of computer generated artwork on the Amiga and MacIntosh systems with an emphasis on photo based digital imaging techniques. Lecture content includes discussions, readings and visual presentations on contemporary usage of electronically generated art and design. PREREQ: ARTSTDIO 102

__Course Objectives

- Introduce and investigate the use of digital media tools and technology in Art and Design practice
- Develop the skills to effectively use digital media tools and technology
- Develop understanding of the role of digital Art and Design in business, industry, society, culture, and technology
- Explore use of software tools and techniques in creation of Art and Design work

__Performance Objectives

A student who successfully completes ARTSTDIO287 will demonstrate the ability to:

- Create works that demonstrate understanding of formal principles of design using computer technology
- Solve visual and conceptual problems with creativity, invention, and self-expression
- Demonstrate understanding of best practices using technology
- Demonstrate creative problem solving within constraints
- Effectively communicate in discussion and critique using art and digital media vocabulary

__Course Units of Study & Projects

- Digital Media Introduction
- Vector Graphics
- Raster Graphics
- 2D/3D Relationships

__Course Course Policies

__Student e-mail Policy

E-mail to the instructor should be treated as a formal communication and should be respectful of the student/teacher relationship. Use only your UWW e-mail and address the e-mail using your full name. E-mail to the instructor is not an instant or text message to your friend, always include a subject and mention the course number/name in the message.

__D2L & Course Website
The course website is located at [http://blogs.uww.edu/artstudio287/](http://blogs.uww.edu/artstudio287/). When possible, course material will be distributed through the course website. This includes announcements pertaining to what we are doing in-class, course documents, exercises, links, discussions, and various other content. **D2L** will supplement the course website by providing a location for online discussion forums and regularly updated gradebook.

__Academic Integrity & Digital Art__

One exciting aspect of digital art is the fluidity with which an artist or designer can combine images and information from various sources. In the interest of strengthening your skills as artists and designers we will focus on using your own original generated graphic content. “Sampling” or “appropriating” work other than your own is allowed in specific coursework for educational purposes as long as you document and attribute all sources used, including images from the Internet. Cases of academic dishonesty will be handled strictly. For digital artwork, it is dishonest to present any work, in part or whole, as your own without proper citation or credit. If you have questions regarding proper or improper use of material, please ask the instructor.

__University Statement__

The University of Wisconsin-Whitewater is dedicated to a safe, supportive and non-discriminatory learning environment. It is the responsibility of all undergraduate and graduate students to familiarize themselves with University policies regarding Special Accommodations, Academic Misconduct, Religious Beliefs Accommodation, Discrimination and Absence for University Sponsored Events (for details please refer to the Schedule of Classes; the “Rights and Responsibilities” section of the Undergraduate Catalog; the Academic Requirements and Policies and the Facilities and Services sections of the Graduate Catalog; and the “Student Academic Disciplinary Procedures (UWS Chapter 14); and the “Student Nonacademic Disciplinary Procedures” (UWS Chapter 17).

__Lab Protocol__

Each lab workstation allows you to login with your UWW NET-ID Account. The lab is shared with other courses and it is imperative that equipment is treated with respect and consideration. This includes logging out at the end of each class session and cleaning your workspace (physical & virtual desk top). All student work should be saved on external devices (flash drive, etc) and backed up regularly.

__Lab Hours and Software__

Lab hours will be posted outside the room. The lab may be available for work time when there is not a class in session. Do not interrupt other class sessions taking place in the lab. Our primary software applications are part of the Adobe Creative Suite. Adobe Create Suite should be available in most computer labs. Students are welcome to use their own hardware and licensed software, however, the university software package updates much less frequently then privately licensed software. Be aware, this means that if you work on your own machine and on a lab machine, you may run into version issues.

__Printing__

Versions of project work will be printed in color. High quality digital prints can be made in the Arts Media Center (AMC) in CA16 by appointment and the Media Lab at Andersen General Access Lab L1008. You will need Purple Points in order to pay for the prints you make for project work, but you are free to keep your work after the project has been evaluated and displayed. More information on campus printing can be found here: [http://www.uww.edu/icit/services/ga-labs](http://www.uww.edu/icit/services/ga-labs)

__Cell Phone & Surfing__

Silence or turn off all cell phones during class sessions. Refrain from text messaging while class is in
session. Refrain from unnecessary surfing during class sessions (facebook, etc). Class time should be spent on class related material.

___Course Grading

___Attendance & Participation

Students are expected to attend each class. Class sessions are comprised of technical demonstration, tutorial, exercise, critique/discussion, and project work time. In addition, class time allows for the instructor to work one-on-one with the members of the class. This course uses a point system for grading and students are awarded points for each class session under the category of ‘Attendance’. Following department guidelines, two (2) unexcused absences are allowed per semester and all students in ARTSTDIO287 will be given ‘Attendance’ points that will cover those absences without penalty. An “excused” absence will only be granted if a student is required to participate in a University-sanctioned function, such as a field trip or other activity that requires a student to miss class, or official religious holiday, and must be accompanied by a letter from the instructor involved. Other absences, such as family emergencies, sudden or chronic illness, family vacation, oversleeping, or other such personal issues, will be considered “unexcused” and will be awarded points according to the ‘Attendance’ and ‘Participation’ formulas below. It is not necessary to submit doctor’s notes or other documentation to the instructor as they are considered personal and private information.

Students earn up to 2 participation points per class session based on their classroom activity. If the instructor for any reason cancels a class each student will receive the missed 2 participation points automatically. As stated in this attendance policy, students are expected to attend all scheduled classes, therefore showing up to class and doing nothing else while there earns a student 0 participation points. Missing class and working during open lab or office hours, while a good idea, will not earn a student any participation points. Participation points are earned per scheduled class session in the following ways:

Participation = Attendance + Class Session Engagement
1 Point - Attend class, arrive on time
1 Point - Prepared, assignments complete, participate in discussion or critique, use work time efficiently, promote ideal art-making environment
2 Points - Participation Per Class Session

It is the responsibility of the student to obtain all materials and information from a missed class. They should do so either from the course website, from other members of the class, or by scheduling an appointment with the instructor during office hours. Lectures, demonstrations, exercises, critiques, or any other classroom activity will not be repeated individually during class time. For each class missed beyond two, without having secured a plan for making up class work by meeting with the instructor, student ‘Participation’ points will negatively effect overall course performance. Excessive absences will prevent any student from successful performance in ARTSTDIO287.

Information on grade appeals, complaints, and grievances may be found at http://www.uww.edu/cac/academics/grade-appeals

___Deadline & Critique

The requirements for individual course projects as well as important dates for critique and final submission will be included in project descriptions as the work is assigned. This information will also be available on the course website. Students are responsible for having their work ready for critique and submission on the deadline dates as outlined when projects are assigned. Projects will be evaluated after their final due date. All projects/assignments must be submitted for evaluation in order to successfully meet the requirements of the course. Neglecting to submit project(s)/assignment(s) will severely impact the final grade for ARTSTDIO287.

In the event that a project is incomplete, it is better to turn in the work that has been done than to not
turn in any work. **Deadlines and Due Dates will not be extended for individual students.** All submitted work, complete or not, will be assessed according to the same objectives with the possibility to resubmit for reevaluation. An incomplete project will receive a significantly lower score. Students may elect to rework, revise and resubmit the project within two weeks of the original deadline. At that time, the work will be evaluated again and adjustments made to the original recorded grade. Project/Assignment grades may be discussed by appointment during office hours.

__Criteria For Evaluation__

- Level of technical execution and adherence to project specifications and requirements
- Creativity, originality, sensitivity, flexibility, and attention to detail
- Improvement in work – Progress and Grasp of Concepts
- Demonstrated ability to solve problems, work with processes introduced in assignments and projects
- Understanding and informed use of raster and vector graphics
- Visual presentation and issues of digital media craft
- Degree and quality of participation through attendance, critique, and discussion
- Productive use of in-class work time
- Coming to class prepared
- Completion and submission of all assigned course projects, meeting deadlines

__Point Breakdown__

- 86 Points Course Participation
  - 28 points - Attendance (participation)
  - 28 points - Class Session Engagement (participation)
  - 30 points - Assigned Reading Response Paper (10 points X 3 readings)
- 250 Points Course Projects
  - 50 points - #Selfie Project
  - 50 points - Imaginary App Project
  - 50 points - Magical Realism Project
  - 50 points - Micro/Macro Project
  - 50 points - Low Poly Mask Project
- 336 Points Semester Total (+4 bonus points outlined in 'Attendance & Participation above)

__Letter Grade Equivalent__

A 95-100% (319.2-336 points) A- 90-94.9% (302.4-319.1 points)
B+ 87-89.9% (292.3-302.3 points) B 83-86.9% (278.9-292.2 points) B- 80-82.9% (268.8-278.8 points)
C+ 77-79.9% (258.7-268.7 points) C 73-76.9% (245.3-258.6 points) C- 70-72.9% (235.2-245.2 points)
D+ 67-69.9% (225.1-235.1 points) D 63-66.9% (211.7-225 points) D- 60-62.9% (201.6-211.6 points)
F <60% (below 201.5 points)

**Course Bibliography & Materials**

digital media storage (flash drive, external drive, dropbox)

Digital Foundations: Introduction to Media Design with the Adobe Creative Suite

Walter Benjamin "The Work of Art in the Age of Mechanical Reproduction" from Illuminations: Essays and Reflections Walter Benjamin , Hannah Arendt (introduction), Leon Wieseltier (Preface), also here
