ART 121 SYLLABUS, FALL 2018

Course Name: ART 121 Digital Core Studio
Course Number: XXXXX
Credits: 4
Instructor name: John Whitten
Instructor office: Fairbanks 316
Office Hours: Mon/Wed 12-1pm
Instructor email: John.Whitten@oregonstate.edu

This studio course combines approximately 120 hours of instruction, studio activities, online activities, and assignments for 4 credits.

FINAL EXAM DATE AND TIME: Tuesday, December 5 @ 2pm

In addition to classroom meetings, this hybrid section includes significant online components that reduce classroom meeting time.

COURSE CATALOG DESCRIPTION:
An introductory studio art class using computers in the visual arts. Project-based exploration of digital imaging, layout, 3-D rendering, and video. Examination of the impact of digital technology on the visual arts from contemporary and historical perspectives.

PREREQUISITES: None

COURSE EXPANDED DESCRIPTION:
In this visual art studio course, we will explore the computer's use in a fine art context—both for the creation of digital works as well as a conduit for channeling ideas through digital processes resulting in physical works. We will also research and discuss (hopefully inspiring!) artists and ideas related to working with various digital processes. Your assignments will include working with digital photo, digital video, digital audio, 3D rendering, and introduction to page layout to visually communicate expressive concepts.

In order to complete these projects, you will be introduced to the following software: Adobe Photoshop, Adobe Premiere, Adobe InDesign, Google Sketch-up, and Audacity.

Along the way, you will be encouraged to experiment with commercial, open-source and free software, to expand your knowledge of digital tools. You may use other programs, if you are already familiar with that software, but may or may not receive technical assistance. The fundamentals of design principles as they apply to the screen will also be covered in this class.

Class time will involve both lectures and “hands on learning.” Lectures will focus on creative and academic aspects of the role of the computer in a fine art context with an emphasis on understanding the conceptual and aesthetic context of your work within an art historical continuum. Software will be introduced and demonstrated, and time will be
provided for art production. Throughout this course, you will receive technical and conceptual instruction, but you are ultimately responsible for the quality of your work. Additional class time will be spent on critiques, discussions and demonstrations.

This is an entry-level course designed for students with very limited (or no experience) in digital media, but it should be conceptually challenging no matter your technical expertise.

Don’t be afraid to take chances and experiment! I’d much rather you take a chance and make a mistake than be safe and boring!

ART PROGRAM LEARNING OUTCOMES:
Students will create four digital-based projects requiring research, critical engagement, creativity, expression and imagination. Lectures and visual exploration projects will cover contemporary and historical advances in digital art. Students are expected to revisit concepts and lecture content outside of class to thoroughly grasp course concepts and advance personal skills related to working with specific software. With this in mind, the learning outcomes of this course are described in four areas in line with the art department student learning outcomes:

1. LITERACY
2. CRITICAL THINKING
3. COMMUNICATION
4. PRODUCTION

– LITERACY: Demonstrate broad and discipline-specific knowledge of art processes and history.

• Apply appropriate vocabulary used to articulate the breadth and range of computer-based art from a historical and contemporary art practice.
• Identify and relate theoretical concepts connecting digital art and art historical movements such as Dada, Conceptual Art, and Fluxus.

As measured and assessed by in-class exercises and group discussions.

– CRITICAL THINKING: Describe and analyze works of visual art critically and relate them to historical and contemporary contexts.

• Recognize and reflect critically and theoretically on aspects of media’s impact on our current daily lives.

As measured and assessed by discussion board posts.

– COMMUNICATION: Articulate discipline-specific concepts in writing, orally, and visually.
• Analyze and describe computer-based art using the vocabulary related to fundamentals of design principles as they apply to the fine arts and the screen.
• Identify, compare and articulate contemporary computer-based art strategies from examples and your own work in discussion and in writing.
• Articulate intention and intuition and take responsibility for creative choices.

As measured and assessed by in-class critiques and major project written artist statements.

– PRODUCTION: Create original art and/or research projects by applying discipline-specific tools, skills, methods, and sources.

• Acquire and employ skills necessary using the computer as a tool to create conceptually interesting digital-based projects. Tools include: idea generation, time planning, review, storage, manipulation, commitment, failure, revision, and patience.
• Demonstrate through creative fundamental use of Adobe Photoshop to create an image workflow to import, edit, crop, resize, adjust, collage and print your images in a professional manner.
• Demonstrate through creative fundamental use of Adobe Premiere to create a video workflow to import, edit, crop, resize, adjust, collage and export your images in a professional manner.
• Demonstrate through creative fundamental use of Adobe InDesign to create a video workflow to place, edit, crop, resize, adjust, collage and print a booklet in a professional manner.
• Demonstrate through creative fundamental use of 3D CAD software to create a sense of mass, space and place, and animate in order to visually communicate three-dimensional space in a digital platform.
• Demonstrate through creative work an application of two-dimensional, three-dimensional and screen-based design concepts.

As measured and assessed by quizzes and major projects.

ASSIGNMENTS AND DUE DATES

4 MAJOR PROJECTS – 75% of Final Grade (weighted equally).
Each project is worth 25 points. Descriptions/Guidelines of Studio Projects are on Canvas.

Project 1 – Culture Jam
Project 2 – Video Remix
Project 3 – Interdimensional Forms
Project 4 – Artist Zine

HOMEWORK – 10% of Final Grade.
You will be assigned weekly homework. This will typically consist of specific Lynda.com tutorials and discussion posts and responses, but will also include other out-of-class
– Syllabus quiz is worth 30 points.
– 5 blog posts worth 5 points each.
– 9 Lynda.com quizzes worth 5 points each

TECHNICAL DEMO – 5% of Final Grade and is worth 5 points.
You will demonstrate a technical feature to the class that relates to the current class project. Your choice. Sign up for a date and a technical skill.

FINAL PORTFOLIO- 10% of Final Grade and is worth 10 points.
All four projects will be submitted as an online digital portfolio together with a written artist statement for each major project. This is an opportunity to revise projects. Put some time and effort into your site!

Projects – 100 points
Homework – 100 points
Tech Demo – 5 points
Final Portfolio – 10 points
TOTAL – 215 points

GRADES
Will be posted to Canvas

EVALUATION OF STUDENT PERFORMANCE:
It is the mission of Oregon State University, and higher education in general, to offer you an opportunity and environment to expand your critical capacity and creative potential. Grades are not entitlement, they are evaluations of growth, development and craftsmanship. It is the expectation in this course that you will work hard; hard work alone does not merit a mark for excellence.

The final course grade is based on creativity, progress, work ethic, attitude, daily preparation and attendance.

PERCENTAGE BREAKDOWN:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 major projects</td>
<td>75%</td>
</tr>
<tr>
<td>Homework</td>
<td>10%</td>
</tr>
<tr>
<td>Technical Demo</td>
<td>5%</td>
</tr>
<tr>
<td>Final Portfolio</td>
<td>10%</td>
</tr>
</tbody>
</table>

Final Grade in ART121 – 100%

A comprehensive grading rubric is made available with each major project on Canvas.

Grades are assigned using the following departmental standards:
<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
<th>Description of Expectations</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>94–100</td>
<td>Exceptional Work demonstrates exceptional understanding and production effort beyond the basic assignment and exudes extreme care and development both aesthetically and conceptually. It is unusually sophisticated, insightful and genuinely invested in exploration. Reserved for projects that exhibit only the highest quality of experimentation, conceptual nuance and development, and superior technical craftsmanship. Highest distinction, typically very few if any students receive this grade.</td>
</tr>
<tr>
<td>A-</td>
<td>90–93</td>
<td></td>
</tr>
<tr>
<td>B+</td>
<td>87–89</td>
<td>Superior Work exceeds requirements and shows creative thought and care in production, resulting in a work that is cohesive and successful. It is inquisitive and engaged and both aesthetic and conceptual development is of high quality.</td>
</tr>
<tr>
<td>B</td>
<td>83–86</td>
<td></td>
</tr>
<tr>
<td>B-</td>
<td>80–82</td>
<td></td>
</tr>
<tr>
<td>C+</td>
<td>77–79</td>
<td>Average Work meets basic criteria and demonstrates basic understanding and competency of production skills. Aesthetic and conceptual development is adequate, but does not push the criteria in form or content. The work may lack a certain degree of cohesion.</td>
</tr>
<tr>
<td>C</td>
<td>73–76</td>
<td></td>
</tr>
<tr>
<td>C-</td>
<td>70–72</td>
<td></td>
</tr>
<tr>
<td>D+</td>
<td>67–69</td>
<td>Inferior Work may meet basic criteria but portrays a careless approach to production and little creative development. It is limited in scope, formulaic and looks as though it may have been thrown together the night before class. Conceptual development is clearly lacking and technical skills lack adequate mastery.</td>
</tr>
<tr>
<td>D</td>
<td>63–66</td>
<td></td>
</tr>
<tr>
<td>D-</td>
<td>60–62</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Less than 60</td>
<td>Failure Work fails to meet basic criteria and is problematic on multiple fronts. Assignment not handed in or is plagiarized – project receives a zero. Student not present more than 4 times.</td>
</tr>
<tr>
<td>I</td>
<td></td>
<td>Incomplete Incompletes will only be considered if the student has attended more than 50% of the course and provides a written request outlining how and when the student plans to fulfill the course requirements. The reason for missing classes must be justifiable.</td>
</tr>
</tbody>
</table>

**LEARNING RESOURCES**

A subscription to the online professional tutorial service Lynda.com is **REQUIRED**. Therefore, the Art Dept has provided you access to a personal account. Login instructions will be distributed through Canvas.
REQUIRED EQUIPMENT:
Your lab fee is used to provide you with a 64GB USB storage device and paper for Project 4. Students are responsible for all their equipment loans and hires.

SUGGESTED EQUIPMENT:

- **Video Camera**: Video cameras are available for checkout in the library. Alternatively, your Digital SLR probably has a video function. iPhones/iPads or equivalent are frowned upon unless you can convince me of the conceptual underpinnings regarding your camera choice. At the very least, TURN YOUR iPHONE CAMERA HORIZONTALLY!
- **STORAGE** device for your camera – mini DV’s or memory disk – at least 32 MB
- **External Hard Drive** at least 250GB, especially if you will continue working digitally.
- **Headphones**. Please provide your own.
- **Sketchbook / Journal**. Please provide your own and bring to every class.

**Note*** Students must keep a steady supply of hard drive external storage media (Flashdrives, external hard drives). **DO NOT** depend on the machines in the labs, OSU server or other cloud storage alone to save your work unless you like to cry a lot. **PLEASE NOTE**: Lost files or technical disasters are not viable excuses for late or incomplete work. Those issues are part of the intrinsic nature of working with digital media and should be anticipated in your work practices (unless, of course, you like to cry a lot). Disks are cheap. Your time is not.

SUGGESTED TEXTBOOKS:
Digital Art (Third edition) by Christiane Paul

CANVAS:
This course is supported on Canvas. All assignments and lectures will be posted to Canvas. If necessary, I will communicate to you via your Canvas email address outside of class hours. You are required to check this email account regularly for notices.

COURSE POLICIES AND PROCEDURES
- **NO FOOD OR DRINK IN CLASS**
- **NO CELL PHONES IN CLASS**
- **NO SOCIAL MEDIA IN CLASS**

Student conduct which disrupts the learning process shall not be tolerated and may lead to disciplinary action and/or removal from class.

EMAIL POLICY
I will check my email 2x daily Sunday through Friday. Please address to whom you are speaking, use a professional and courteous tone and put “ART121” and your class section in your subject header.
Please note that issues dealing with grades MUST be dealt with live and in person during office hours, not via email. If you receive a grade that makes you unhappy, you need to wait a full 24 hours before you discuss it with me in any fashion. Consider it a mandatory cooling off period.

**ATTENDANCE** is mandatory due to the nature of the content delivery. Meeting deadlines is crucial. Any absence or missed daily assignments will lower your final grade. Perfect attendance will help your grade. Habitual tardiness and leaving class early will be counted as class absences. Participation and meeting deadlines is critical. Under special circumstances (hospitalization, death in the family, etc.) an absence may be excused. Leave messages via email, John.Whitten@oregonstate.edu

Attendance means being **on time, awake, and ready to work**. If you sleep during this class, you will be counted as absent. If you leave early, you will be counted absent. If you come to class unprepared with nothing to work on, you will be counted as absent and it will be factored into your project grade.

**TARDINESS:** Since the class generally begins with announcements, new information, and lecture, tardiness is inconvenient, annoying, and disruptive to the rest of the class.

**ASSIGNMENT DEADLINES:** Each assignment has an announced due date. It compounds the problem if you miss class because your project is incomplete. Daily in-class assignments cannot be made up at all.

**PLEASE NOTE** (read this… then read it again): Your projects should be complete before you walk in the door on due date. These class sessions are reserved exclusively for critique. An evaluation session will not be delayed for any student who has not completed a project.

Last minute panicked technical issues will NOT be addressed, so plan accordingly and use your time wisely.

**CLASS PARTICIPATION AND CRITIQUES:**
Part of learning how to create critically compelling work is learning how to talk about it. Your participation and feedback in group critiques and class discussion is a very important part of your development as an artist (it is also assessed in your individual project grades). For each major project, there will be a formal evaluation. Giving constructive feedback and criticism is an incredibly useful skill, as is being able to receive it.

**PROJECT FEEDBACK:**
Your work is important and deserves quality constructive feedback. I will give guidance and feedback as you produce and execute your work. If you wish further feedback, please see me during office hours so that you may receive undivided attention. Your hard work deserves that, so please take the initiative and come to office hours.
MISSING PROJECTS:  
No student will pass this course unless all outside class assignments are completed.

INCOMPLETE GRADE:  
An "Incomplete" grade will be given only for a major reason that occurs at the end of the term and only if the bulk of the course work is complete. The student must make arrangements to complete the course work by a designated time. (NOTE: you need the SAC Director’s permission to give an “Incomplete” grade. These are very specific and not simply to give extra time.

CANCELLATION OF CLASS:  
If weather conditions warrant the cancellation of class, the OSU home page will announce the closing. Also check OSU email.

ZERO TOLERANCE POLICY:  
As a manufacturer of cultural content, you have an immense responsibility. Racism, sexism, homophobia, and other forms of discrimination are unacceptable. There is no tolerance for words, speech, behavior, actions, or clothing/possessions that insult, diminish, demean, or belittle any individual or group of persons based on race, ethnicity, religion, gender, sexual identity, ability, economic class, national origin, language, or age. This is qualitatively different than a critical engagement with the realities of racism, sexism, etc. We must recognize the line between what is ‘discriminatory’ and what is a critical engagement with content can be a fuzzy one. If you are uncertain, you MUST speak with me. Work submitted for this class that violates this policy will receive a mark of a ‘zero.’

Academic freedom, freedom of speech, and freedom of discourse DO NOT protect racism or other acts of harassment and forms of discrimination within the Oregon State University educational environment.

OSU POLICIES:

STATEMENT REGARDING STUDENTS WITH DISABILITIES  
Accommodations for students with disabilities are determined and approved by Disability Access Services (DAS). If you, as a student, believe you are eligible for accommodations but have not obtained approval, please contact DAS immediately at 541-737-4098 or at http://ds.oregonstate.edu. DAS notifies students and faculty members of approved academic accommodations and coordinates implementation of those accommodations. While not required, students and faculty members are encouraged to discuss details of the implementation of individual accommodations.

DIVERSITY STATEMENT:  
The School of Arts and Communication strives to create an affirming climate for all students including underrepresented and marginalized individuals and groups. Diversity encompasses differences in age, color, ethnicity, national origin, gender, physical or mental ability, religion, socioeconomic background, veteran status, sexual orientation, and marginalized groups. We believe diversity is the synergy, connection, acceptance, and mutual learning fostered by the interaction of different human characteristics.
RELIGIOUS HOLIDAY STATEMENT:
Oregon State University strives to respect all religious practices. If you have religious holidays that are in conflict with any of the requirements of this class, please see me immediately so that we can make alternative arrangements.

STATEMENT OF EXPECTATIONS FOR STUDENT CONDUCT:
Please see the OSU Office of the Dean of Student Life, Student Conduct and Community Standard: http://studentlife.oregonstate.edu/code

PLAGIARISM AND CHEATING:
(See OSU Student Conduct Code above and in Canvas)
Dishonesty, including but not limited to cheating, plagiarism, or knowingly supplying false information or deceiving the school and its officials is a violation of the student conduct policy. Any student who is found to have violated this policy is subject to disciplinary sanctions up to and including suspension or permanent dismissal. Please be aware that plagiarism is presenting another’s ideas as one’s own and includes paraphrasing as well as copying without quotation marks and proper citations.

WHAT IS COPYRIGHT?
Copyright is a form of protection provided by the laws of the United States (title 17, U.S. Code) to the authors of “original works of authorship,” including literary, dramatic, musical, artistic, and certain other intellectual works. This protection is available to both published and unpublished works. Section 106 of the 1976 Copyright Act generally gives the owner of copyright the exclusive right to do and to authorize others to use their materials. You must get permission to use copyrighted original works of authorship if you plan to make your project available to the public in any way. See OSU Print and Mailing Services Copyright Myths: http://printmail.oregonstate.edu/node/123

Academic Dishonesty cases are handled initially by the academic units, following the process outlined in the University's Academic Dishonesty Report Form, and will also be referred to SCCS for action under these rules.

STUDENT EVALUATION OF COURSES:
The online Student Evaluation of Teaching system opens to students the Monday of dead week and closes the Monday following the end of finals. Students will receive notification, instructions and the link through their ONID. They may also log into the system via Online Services. Course evaluation results are extremely important and used to help improve courses and the learning experience of future students. Responses are anonymous (unless a student chooses to “sign” their comments agreeing to relinquish anonymity) and unavailable to instructors until after grades have been posted. The results of scaled questions and signed comments go to both the instructor and their unit head/supervisor. Anonymous (unsigned) comments go to the instructor only.
**COURSE CONTENT:**

**DETAILED SCHEDULE**  *This schedule is subject to change.*

<table>
<thead>
<tr>
<th></th>
<th><strong>TUESDAY</strong></th>
<th><strong>THURSDAY</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Wk 0</strong></td>
<td>Introduce the Course, Ourselves, P1, Homework #1 &amp; #2, &amp; Eportfolio</td>
<td></td>
</tr>
<tr>
<td>9/21</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Wk 1</strong></td>
<td>Due: Blog post #1 + Syllabus Quiz on Canvas</td>
<td>Due: Lynda Homework Photoshop + Blog post #2</td>
</tr>
<tr>
<td>9/26</td>
<td>Lecture: <em>Brief History of Digital Art / No Logo pt 1 (video)</em></td>
<td>Lecture: <em>No Logo pt 2 (video)</em></td>
</tr>
<tr>
<td>9/28</td>
<td>Software Tutorial</td>
<td>Software Tutorial</td>
</tr>
<tr>
<td><strong>Wk 2</strong></td>
<td>Due: Lynda Homework Photoshop</td>
<td>Due: Lynda Homework Photoshop</td>
</tr>
<tr>
<td>10/3</td>
<td>Lecture: <em>Digital Technologies as a Tool</em></td>
<td>Software Tutorial</td>
</tr>
<tr>
<td>10/5</td>
<td>Software Tutorial</td>
<td>Open Lab – Work Day</td>
</tr>
<tr>
<td><strong>Wk 3</strong></td>
<td>Due: PROJECT 1 + Statement</td>
<td>Due: Lynda Homework Premiere + Blog post #3</td>
</tr>
<tr>
<td>10/10</td>
<td>Introduce P2 – Video Remix</td>
<td>Lecture: <em>The Remix</em></td>
</tr>
<tr>
<td>10/12</td>
<td></td>
<td>Software Tutorial</td>
</tr>
<tr>
<td><strong>Wk 4</strong></td>
<td>Due: Lynda Homework Premiere</td>
<td>Due: Lynda Homework Premiere</td>
</tr>
<tr>
<td>10/17</td>
<td>Lecture: <em>Everything’s a Remix pt 1 (video)</em></td>
<td>Lecture: <em>Everything’s a Remix pt 2 (video)</em></td>
</tr>
<tr>
<td>10/19</td>
<td>Software Tutorial</td>
<td>Software Tutorial</td>
</tr>
<tr>
<td><strong>Wk 5</strong></td>
<td>Due: Lynda Homework Premiere</td>
<td>Introduce P3 – Interdimensional Forms</td>
</tr>
<tr>
<td>10/24</td>
<td>Lecture: <em>Glitch</em></td>
<td>Lecture: * Appropriation*</td>
</tr>
<tr>
<td>10/26</td>
<td>Software Tutorial</td>
<td>Software Tutorial</td>
</tr>
<tr>
<td><strong>Wk 6</strong></td>
<td>Due: PROJECT 2 + Statement</td>
<td>Due: Homework Sketchup + Blog post #4</td>
</tr>
<tr>
<td>10/31</td>
<td></td>
<td>Lecture: <em>Digital Technologies as a Medium</em></td>
</tr>
<tr>
<td>11/2</td>
<td></td>
<td>Software Tutorial</td>
</tr>
<tr>
<td>Wk 7</td>
<td>Due: P3 pt 1 – SketchUp Design</td>
<td>Due: Lynda Homework Photoshop GIF</td>
</tr>
<tr>
<td>-------</td>
<td>---------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>11/7</td>
<td>Lecture: Homebodies</td>
<td>Lecture: Themes in Digital Art</td>
</tr>
<tr>
<td>11/9</td>
<td>Software Tutorial</td>
<td>Software Tutorial</td>
</tr>
<tr>
<td>Wk 8</td>
<td>Due: P3 pt 2 – Sculpture</td>
<td>Due: Lynda Homework InDesign + Blog post #5</td>
</tr>
<tr>
<td>11/14</td>
<td>Lecture: “WTF?” Text / Zines</td>
<td>Photo Shoot in classroom</td>
</tr>
<tr>
<td>11/16</td>
<td>Introduce P4 – Artist Zine</td>
<td>Open Lab – Work Day</td>
</tr>
<tr>
<td></td>
<td>Software Tutorial</td>
<td></td>
</tr>
<tr>
<td>Wk 9</td>
<td>Due: PROJECT 3 + Statement</td>
<td><em><strong><strong>NO CLASS</strong></strong></em></td>
</tr>
<tr>
<td>11/21</td>
<td>Due: Lynda Homework InDesign</td>
<td><em><strong>THANKSGIVING</strong></em></td>
</tr>
<tr>
<td>11/23</td>
<td>Software Tutorial</td>
<td></td>
</tr>
<tr>
<td>Wk 10</td>
<td>Due: Lynda Homework InDesign</td>
<td>Bookbinding presentation</td>
</tr>
<tr>
<td>11/28</td>
<td>Software Tutorial</td>
<td>Open Lab – Work Day</td>
</tr>
<tr>
<td>11/30</td>
<td>Open Lab – Work Day</td>
<td></td>
</tr>
<tr>
<td>FINALS</td>
<td>Due: PROJECT 4 + Statement – &amp; FINAL PORTFOLIO</td>
<td></td>
</tr>
</tbody>
</table>