ART F271 Beginning Computer Art

3 Credits	Semester: Spring 2014
Time: TBA	Location: Music Room 305
Instructor: Miho Aoki	Office: Music Room 306
Office Hours: TBA	E-mail: maoki3@alaska.edu

Prerequisite: ART F161 Two-Dimensional Digital Design

Course description: This course introduces the student to basic techniques of computer art. The course covers basic animation, motion graphics, digital painting and digital design.

Required Materials:
- USB drives to backup and transfer files
- Pencils

Other Requirements:
- Blackboard access
- Please check your alaska.edu e-mail everyday (class announcements will be sent to your alaska.edu e-mail address from Blackboard)

Course Goals:
Goals of this course are:
- exposure to basic techniques of two dimensional digital art media, including animation, motion graphics, digital painting and digital design, using Adobe Creative Suite software
- exposure to well-known artists and their work in the field of digital art
- The ultimate goal of this course is not simply to learn the Adobe Creative Suite software packages, but to apply newly-obtained skills to produce images that stand on their own.

Course Outcomes:
Through this course, students will:
- acquire a knowledge of digital art within the broader context of contemporary art
- understand basic technology used for digital art media
- acquire basic skills to create vector graphics drawings, raster graphic images and moving imagery

Class:
The class will have about 1 hour lecture and 4 hours studio time per week. Students are expected to bring their projects to the class and work during the studio time.

Classroom policy:
Checking e-mails, typing papers for other classes, playing games, browsing the Internet, instant messaging, using cell phones and other activities not related to the class should be done during breaks or outside of the class time. Typing, excessive clicking and listening to music are not allowed during presentations and lectures. Students are expected to spend at least several hours/week outside of the class to complete assignments. The lab will be available to students except during the time slots used by other classes.

Students must save and backup files. Do not store your projects only on the lab computers. Please save often and backup your files.

Attendance:
If you miss more than 4 days of scheduled class or lab time, your final grade will be reduced by one full letter grade (i.e. from A to B). If you miss more than 6 days of scheduled class or lab time, you will receive an F for your final grade.

Grading Opportunities:

Assignment 1: Typography Art   worth **20% of grade for course**
   Creating text-based imagery
Assignment 2: Basic Animation   worth **20% of grade for course**
   Creating frame by frame animation
Assignment 3: Motion Graphics
   Creating basic motion graphics with moving imagery   worth **20% of grade for course**
Final Project: worth **20% of grade for course**
   Open project
Participation in class discussions and critiques   worth **20% of grade for course**

Grade Scale:

A : 3.7 to 4.0	A- : 3.5 to 3.69	B+ : 3.2 to 3.49
B : 2.8 to 3.19	B- : 2.8 to 2.79	C+ : 2.2 to 2.49
C : 1.8 to 2.19	C- : 1.5 to 1.79	D+ : 1.2 to 1.49
D : 0.8 to 1.19	F: less than 0.8	

Project Grading Standard in relationship to Grade Scale above
(used for Assignments 1, 2, 3, and Final Project):
4 points
Work is original, unique, ambitious and outstanding in concept, design and execution. Risk taking and experiment are essential. Execution of work is considered excellent and shows understanding and experimentation with materials and techniques. All work must be finished on time and presented clearly and attractively. Technical challenges must be actively tackled and overcome.

3 points
Work is well executed with a high degree of competency and range of techniques. Work meaningfully fulfills the criteria of the assignment and communicates the concept. Work is well presented and on time.

2 points
Work is complete but average in concept, design and technique.
Work is limited by technical weakness and limited technique.
Although satisfactory the work could use improvement.

1 point
Work is poor in design, concept and execution.

Work is poorly presented or unfinished.
Work is not innovative, creative or showing self-motivation.
Technical skills are not mastered.

0 points
The student did not hand in work.
Work does not address the criteria of the assignment.
Work fails to meet the minimum requirements of the Professor in quality or quantity.

Participation Grading Standard in relationship to Grade Scale above:
4 points
Student is alert, focused, thoughtful, and responsive during class discussion and critiques.
Student makes frequent supportive critical statements regarding classmates' work during critiques.
Student enriches the classroom experience by demonstrating that s/he has done all required homework and research.

3 points
Student is thoughtful and responsive during class discussion and critiques.
Student makes few supportive critical statements regarding classmates' work during critiques.
Student adequately demonstrates that s/he has done all required homework and research.

2 points
Student rarely contributes to class discussions and critiques.
It is not readily apparent that s/he has done all required homework and research.

1 point
Student makes hurtful or thoughtless comments during critiques.
Student is unprepared for class.

0 points
Student is silent during critiques.
Student is unprepared for class.

Academic Honesty:
The University of Alaska requires students to conduct themselves honestly and responsibly, and to respect the rights of others. In class assignments, students must submit work that fairly and accurately reflects their level of accomplishment. Any work that is not a product of the student's own effort is considered dishonest. Students may not submit the same work for more than one class. Please refer to the Student Code of Conduct for additional information regarding the policy on academic honesty.

Support Services:
You have access to online training videos of the software used in the course through the university. Lynda.com
http://library.uaf.edu/databases-by-title
(click on "L" and select "Lynda.com (software training videos)")

Atomic Learning
https://atomic.alaska.edu/

Disabilities Services:
The Office of Disability Services implements the Americans with Disabilities Act (ADA), and ensures that UAF students have equal access to the campus and course materials. We will work with the Office of Disabilities Services (208 WHITAKER BLDG, 474-5655) to provide reasonable accommodation to students with disabilities.

Course Schedule:

Week 1: Introduction

Week 2:
Text and Imagery
Typography Basics

Week 3:
Studio time for Assignment 1
Assignment 1 Due, Critique

Week 4:
Basic animation techniques
Studio time

Week 5:
Various animation techniques
Studio time, preparation for Assignment 2

Week 6:
Editing animation
Studio time for Assignment 2

Week 7:
Studio time for Assignment 2
Presentation of Assignment 2

Week 8:
Moving imagery, using video for art
Basic Motion Graphics

Week 9:
Previsualization
Type and video

Week 10:
Effects for video
Colors for video

Week 11:
Studio time for Assignment 3

Week 12:
Assignment 3 studio time
Assignment 3 Due, Critique

Week 13:
Final Project proposal due

Week 14:
Final Project Studio time

Week 15:
Final Project Work in Progress Check
Final Project Studio Time and

Finals Week: Final Project Presentation