

# ART 2020

## Digital Tools and Technologies for Creative Practice

### Contact Information

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Office Location: zoom

Office Hours: MW 5-6pm (appointment highly recommended)

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ART 2020 – 006 MW 2pm-4:50pm Room Art 313

**As members of the UNT community**, we have all made a commitment to be part of an institution that respects and values the identities of the students and employees with whom we interact. UNT does not tolerate identity-based discrimination, harassment, and retaliation. UNT's full Non-Discrimination Policy can be found in the UNT Policies section of the syllabus.

### Course Description

Digital Tools and Technologies for Creative Practice. 3 hours (0;6). Introductory course exposing students to the language and application of digital media and resources for art and design practice. Introduces students to digital art-making and communication for art environments, social media, interactive media, and 2D/3D digital fabrication technology through the use of digital tools, including Adobe Creative Cloud applications, and open source software. Students achieve competency in basic contributions to digital image culture through the use of various technology both in application and process.

### Course Prerequisites

Two of the following with a grade of C or better: ART 1600, ART 1700, ART 1800, ART 1900.

### Course Objectives

Students who complete this course successfully will be able to:

- Demonstrate basic knowledge of visual arts, design, and culture using Adobe Creative Cloud applications and other digital tools
- Demonstrate knowledge of image-making and digital fabrication using open-source/web-based platforms
- Develop a wider understanding of the use of digital fabrication within art and design practice
- Produce images and objects for artmaking, social media, and for the creative economy
- Discuss the history of computing and its applications by artists and designers
- Work both individually and collaboratively to produce works and projects that ask critical questions about the role of technology within art and design

- Research and present upon readings based on digital visual culture and creative communities.

## Course Structure + Content

This class meets face-to-face. Do your required reading and tutorials **before** coming to class. As a studio-based course, students will be expected to work on assignments during class time. Class time will be split between lectures, workshops, and independent studio time. **The class will include critiques, technical demonstrations, and class discussions in preparation and at the completion of course projects.** This course will use readings and video tutorials to introduce technical concepts in digital imaging processes and may feature out-of-class trips or guest lecturers by visiting artists where students can witness the impact of computer-generated images and objects within creative communities. **Because our course has students with a diverse body of knowledge and skill-level in the art, design, and media, students should expect to revisit course readings and video tutorials both during in-class studio time as well as outside of our class time.**

All projects are designed to be implemented in different ways so if a student feels more advanced, the student can pursue a project that is a little more ambitious (while also considering the time-commitment that will be required to complete the project). Students should expect to use the Computer Lab in ART 375 (3rd floor-North Pavilion) for the completion of projects outside of independent studio time in class.

## Course Materials

- Computer: personal computer capable of running the required software or one found in a student lab
- External hard drive: formatted to ExFAT, at least 1T of space so that the student can move files to and from Mac and Windows stations
- Wacom tablet: can be checked out from the CVAD Design Service Desk
- Software: Adobe Creative Cloud applications including Photoshop, Illustrator, Portfolio, InDesign\*
- Materials needed to complete individual projects, such as found objects or other materials for fabrication lab
- Sketchbook
- Digital articles/videos provided in Canvas course
- \$50 towards fabrication costs

\*Note: According to the CVAD announcement in August 2024, Adobe Creative Cloud is available to students to purchase at a heavily discounted price. The price of a student subscription through our program is \$50 (\$47+\$3 e-commerce fee). The subscriptions will be valid for the full 2024-2025 Academic Year, through August 31st. On or before August 1st, they will have the option to renew their subscription for the same price for the 2024-2025 Academic year. Please visit <https://www.unt.edu/adobe>. This offer is only available to students. A subscription to Adobe Creative Cloud allows for on and off-campus use of all the applications: on UNT or personally owned laptops, as well as on the remote lab computers.

If a student is currently paying for a subscription through Adobe (\$239-\$359 per year) but would like to take advantage of the lower cost of a subscription through this program: they are eligible to cancel an existing subscription without an early termination fee or further obligation once they have purchased a subscription through our program. They must contact Adobe Customer Care within fourteen days of purchasing this subscription to inform Adobe of their wish

to opt-out of an existing subscription in order to have the early termination fees waived. Adobe will not provide a refund, however – only the months left on the current subscription will be cancelled. We are not able to process the opt-outs on their behalf. The subscription they would be opting out of is an agreement between the student and Adobe. The subscription through our program would be a new subscription, not an extension of the current subscription.

Adobe Customer Care can be reached by phone at 1-800-833-6687, you may also visit their support [website](#) and talk to someone via chat. Please contact the representatives at [untadobe@unt.edu](mailto:untadobe@unt.edu) if you have any further questions.

## Technical Assistance

Part of working in the online environment involves dealing with the inconveniences and frustration that can arise when technology breaks down or does not perform as expected. Here at UNT we have a Student Help Desk that you can contact for help with Canvas or other technology issues.

### UNT IT Help Desk

Email: [helpdesk@unt.edu](mailto:helpdesk@unt.edu)

Live Chat: <https://it.unt.edu/helpdesk/chatsupport>

Phone: 940-565-2324

In Person: Sage Hall, Room 330

Hours and Availability: Visit <https://it.unt.edu/helpdesk> for up-to-date hours and availability

For additional support, visit [Canvas Technical Help](#)

### CVAD IT Help Desk

This is where students can check out equipment, such as Wacom tablets, cameras, etc.

Located in Room 371

Visit <https://cvad.unt.edu/cvad-it-services/index.html>

## Rules of Engagement + Course Policies

Rules of engagement refer to the way students are expected to interact with each other and with their instructors. **These rules will be factored into your final participation grade.** Here are some general guidelines:

- While the freedom to express yourself is a fundamental human right, any communication that utilizes cruel and derogatory language on the basis of race, color, national origin, religion, sex, sexual orientation, gender identity, gender expression, age, disability, genetic information, veteran status, or any other characteristic protected under applicable federal or state law will not be tolerated.
- Treat your instructor and classmates with respect in any communication online or face-to-face, even when their opinion differs from your own.
- Speak from personal experiences. Use "I" statements to share thoughts and feelings. Try not to speak on behalf of groups or other individual's experiences.
- Use your critical thinking skills to challenge other people's ideas, instead of attacking individuals.
- Avoid using all caps while communicating digitally. This may be interpreted as "YELLING!"
- Be cautious when using humor or sarcasm in emails or discussion posts as tone can be difficult to interpret digitally.
- Avoid using "text-talk" unless explicitly permitted by your instructor.
- Proofread and fact-check your sources.
- Keep in mind that online posts can be permanent, so think first before you type.

- Electronics policy: No cell phones shall be visible or audible in the classroom while the professor or other students are presenting, instructing, or speaking publicly. If students are seen using a phone during class without instructor's permission, students will be asked to stop and will receive an unexcused absence for the class period. During open work time students can use their phones or can step out into the hallway in case of emergencies.

## Plagiarism

"Plagiarism," in the UNT policy, "means use of another's thoughts or words without proper attribution in any academic exercise, regardless of the student's intent, including but not limited to:

1. the knowing or negligent use by paraphrase or direct quotation of the published or unpublished work of another person without full and clear acknowledgement or citation; or
2. the knowing or negligent unacknowledged use of materials prepared by another person or by an agency engaged in selling term papers or other academic materials."

[https://policy.unt.edu/sites/policy.unt.edu/files/06.003 Student Academic Integrity.pdf](https://policy.unt.edu/sites/policy.unt.edu/files/06.003%20Student%20Academic%20Integrity.pdf)

This implies the following in the context of this course:

1. Self-Citation of Previously Completed Work: Any material produced for a different course, whether in whole or in part, must be formally cited. The citation must include: the student's full name, the date of completion, the full title of the course, and the name of the course instructor.
2. Acknowledgment of Contributors and Collaborators: Any individual who has contributed to or collaborated on the submitted work must be acknowledged. Such acknowledgment must identify: the contributor's full name, the date of their contribution, the full title of the course in which the work was undertaken, the name of the course instructor, and a clear and specific statement describing the nature and extent of their contribution.

Plagiarism is the unauthorized use or close imitation of someone else's original work or ideas and it will not be tolerated. Effort should be made to change images made by others so that they will not be construed as "borrowed" or "stolen."

Work that is plagiarized will not be accepted and will result in a failing course grade and/or expulsion from the University. Additionally, if you submit work in this class that was completing in or for another class, this will be considered plagiarism. No double dipping! The issue of plagiarism becomes murky regarding digital media. There may be instances where we will be sampling and/or mining content from the web. You will know when this is acceptable, and if you have a question or are unsure -- just ask for feedback from your professor! UNT's policy can be found here: <https://policy.unt.edu/policy/06-003>

Additionally, the use of AI is only allowed in specific situations that will be designated by the professor, and it must be credited. All other use will be considered plagiarism or cheating.

## American Disability Act

The College of Visual Arts and Design is committed to full academic access for all qualified students, including those with disabilities. In keeping with this commitment and to facilitate equality of educational access, faculty members in the College will make reasonable accommodations for qualified students with a disability, such as appropriate adjustments to the

classroom environment and the teaching, testing, or learning methodologies when doing so does not fundamentally alter the course. If you have a disability, it is your responsibility to obtain verifying information from the Office of Disability Accommodation (ODA) and to inform me of your need for an accommodation. Requests for accommodation must be given to me no later than the first week of classes for students registered with the ODA as of the beginning of the current semester. If you register with the ODA after the first week of classes, your accommodation requests will be considered after this deadline.

Grades assigned before an accommodation is provided will not be changed. Information about how to obtain academic accommodations can be found in UNT Policy 18.1.14, at [www.unt.edu/oda](http://www.unt.edu/oda), and by visiting the ODA in Room 321 of the University Union. You also may call the ODA at 940.565.4323.

## **Course Risk Factor**

According to University Policy, this course is classified as a category two course. Students enrolled in this course will not be exposed to any significant hazards and are not likely to suffer any bodily injury. Students will be informed of any potential health hazards or potential bodily injury connected with the use of any materials and/or processes and will be instructed how to proceed without danger to themselves or others

## **Emergency Notification & Procedures**

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to Canvas for contingency plans for covering course materials.

### **IMPORTANT:**

Occasionally, the artwork or other materials you view in class may contain nudity or violence. These are included for educational purposes are an important part of the larger concepts communicated in this course. Content in the arts can sometimes include works, situations, actions, and language that can be personally challenging or offensive to some students on the grounds, for example, of sexual explicitness, violence, or blasphemy. As the College of Visual Arts and Design is devoted to the principle of freedom of expression, artistic and otherwise, and it is not the college's practice to censor these works or ideas on any of these grounds. Students who might feel unduly distressed or made uncomfortable by such expressions should withdraw at the start of the term and seek another course.

## **Course Evaluation**

Student Perceptions of Teaching (SPOT) is the student evaluation system for UNT and allows students the ability to confidentially provide constructive feedback to their instructor and department to improve the quality of student experiences in the course. Students will receive an email from "UNT SPOT Course Evaluations via IA System Notification" ([no-reply@iasystem.org](mailto:no-reply@iasystem.org)) with the survey link. Students should look for the email in their UNT email inbox. Simply click on the link and complete the survey. Once students complete the survey, they will receive a confirmation email that the survey has been submitted. For additional information, please visit the [SPOT website](http://spot.unt.edu/). (<http://spot.unt.edu/>) or email [spot@unt.edu](mailto:spot@unt.edu).

## **Course Requirements + Grading Scheme**

### **Participation**

To have good discussions of course material, it is required for each student come to class having completed the required learning as assigned in Canvas and arriving with sketchbook, hard drive, and other materials as needed. A strong participation grade is not solely based on attending class regularly. Participation will be one component of each major project grade. This includes the aforementioned, plus speaking in class on a regular basis, especially during critiques.

### **Attendance**

Class attendance is a requirement and use of the full class period is expected. Absences that do not fall under Title IX, Required Military Service, and Official University Functions are deemed a matter between the student and their faculty member. If the absence is due to a circumstance that exceeds 5 consecutive days, the faculty member may request for the student to provide documentation through the Dean of Students' office.

You will be allowed three sick, personal, physical or mental health days without grading consequences. It is up to your discretion how you use these three days. Being late to class three times or leaving class early three times will count as an absence. 15 minutes late to the start of class will constitute a tardy. Leaving class before being dismissed by your professor will constitute an early departure. A 4th absence will result in the lowering of your final grade by one letter grade. Absences, tardiness and/or early departures beyond this could result in course failure. If a serious medical or personal situation occurs affecting attendance, please discuss it with your professor.

A student who misses classes or other required activities, including examinations, for the observance of a religious holy day should inform the instructor as far in advance of the absence as possible, so that arrangements can be made to complete an assignment within a reasonable time after the absence.

### **COVID-19 Impact on Attendance**

While attendance is expected as outlined above, it is important for all of us to be mindful of the health and safety of everyone in our community, especially given concerns about COVID-19. Please contact your instructor if you are unable to attend class because you are ill, or unable to attend class due to COVID-19 including symptoms, potential exposure, pending or positive test results, or if you have been given specific instructions to isolate or quarantine from a health care provider or a local authority. It is important that you communicate with your instructor prior to being absent so they may make a decision about accommodating your request to be excused from class.

If you are experiencing any symptoms of COVID-19 please seek medical attention from the Student Health and Wellness Center (940-565-2333 or askSHWC@unt.edu) or your health care provider PRIOR to coming to campus. UNT also requires you to contact the UNT COVID Hotline at 844-366-5892 or COVID@unt.edu for guidance on actions to take due to symptoms, pending or positive test results, or potential exposure. While attendance is an important part of succeeding in this class, your own health, and those of others in the community, is more important.

## Incompletes

An "I" grade is a non-punitive grade given only during the last one-fourth of a semester and only if a student (1) is passing the course (grade C or above); (2) has justifiable reason why the work cannot be completed on schedule; and (3) arranges with the instructor to finish the course at a later date by completing specific requirements that the instructor must list on the electronic grade roster. All work in the course must be completed within the specified time (not to exceed one year after taking the course.)

## Late Work + Resubmissions

Assignments submitted after the stated deadline will incur a deduction of 10% of the total possible points for each class session that elapses prior to submission. The penalty will be applied cumulatively for each class meeting until the work is received.

Late work is accepted until the Late Work Deadline (see Canvas) and no late work is accepted after that date. Any exceptions will be determined by the professor only in a case of a university-excused absence and provides documentation within 48 hours (about 2 days) of the missed deadline. You may ask to resubmit an assignment for a better grade if it was originally submitted on time. Resubmissions are not eligible for full credit and must be submitted within one week of grading.

For absence policy refer to:

[https://policy.unt.edu/sites/policy.unt.edu/files/06.039 Student Attendance and Authorized Absences.pdf](https://policy.unt.edu/sites/policy.unt.edu/files/06.039%20Student%20Attendance%20and%20Authorized%20Absences.pdf)

## Grading

The course grade is determined by points, not averages. Please refer to this grading scale to determine the final course letter grade:

Category	Amount	Points Each	Total
Technical Exercise	10	10	200
Sketchbooks + meetings	4	25	100
Major assignments	3	100	300
Final Project	1	150	150
Points Total	Letter Grade		
675-750	A		
600-674	B		
525-599	C		
450-524	D (Not a passing grade in CVAD)		
0-449	F (Not a passing grade in CVAD)		

## Assignments

**Daily Participation/Technical Exercises** will reinforce student understanding of the lectures. This can include digital exercises, small fabrications in the Fab Lab, researching artists and topics related to course objectives to present to the class, work-in-progress grades, and/or fully participating for the entire duration of the class time by attending and actively doing the course work.

**Sketchbooks + Meetings** will help the student to work through ideas with other students and the professor. Work is expected to be experimental and plentiful, with research and inspiration noted.

**Major Assignments** consist of the following and will include specific grading rubrics in Canvas:

1. Character Project, which will involve the digital development of an original character in the style of the student's choosing. This character will inform the remaining projects throughout the semester.
2. Design 3 Ways, which will give the student more opportunities to develop their character. Three different 2-D objects must be made in the FabLab and/or CVAD computer lab. See the Canvas assignment instructions for specifics.
3. 3-D Design, which will give the student an opportunity to create something 3-D for their character or its world. This can be plush, 3-D printed, or laser cut and assembled.
4. Final Project, which will be a more open-ended way to bring all the elements together to create a collection for the character and its world.

### Extra Credit

There is no guaranteed extra credit in this class.

## Course Schedule (subject to change at professor's discretion)

Date	Items
Day 1: 18 Aug	<b>Syllabus + Intro Quiz</b>
Day 2: 20 Aug	<b>Module 1:</b> Character design and layout. <i>Illustrator Exercise 1.</i>
Day 3: 25 Aug	Dr. Strobel's presentation. <i>InDesign Exercise 2.</i>
Day 4: 27 Aug	Laser Cutter Demo.
Day 5: 1 Sep	Labor Day: No Class
Day 6: 3 Sep	Live drawing / <i>Illustrator Exercise 3.</i>
Day 7: 8 Sep	Photoshop. <i>Exercise 4.</i>
Day 8: 10 Sep	<i>Sketchbooks + meetings (1).</i> Drawing <i>Exercise 5.</i>



Day 9: 15 Sep	<i>Module 1 Final Critique.</i> Reading discussion.
Day 10: 17 Sep	<b>Module 2:</b> 2D Design.
Day 11: 22 Sep	Part one. Laser cutter <i>Exercise 6.</i>
Day 12: 24 Sep	<i>Sketchbooks + meetings (2).</i>
Day 13: 29 Sep	Part two. Laser cutter <i>Exercise 7.</i>
Day 14: 1 Oct	Illustrator/Photoshop <i>Exercise 8.</i>
Day 15: 6 Oct	Reading discussion. Work day.
Day 16: 8 Oct	Reading discussion. Work day.
Day 17: 13 Oct	<i>Module 2 Final Critique.</i> Reading discussion.
Day 18: 15 Oct	<b>Module 3:</b> 3D Design. Intro into NURBS and Mash modelers.
Day 19: 20 Oct	Rhino modeling <i>Exercise 9.</i>
Day 20: 22 Oct	Blender for 3-D printing and rendering
Day 21: 27 Oct	<i>Sketchbooks + meetings (3)</i>
Day 22: 29 Oct	Creating environment / rendering, 3D printing.
Day 23: 3 Nov	Postproduction, rendering, 2D/3D Layout <i>Exercise 10.</i>
Day 24: 5 Nov	<i>Module 3 Final Critique.</i> Reading discussion.
Nov 7	LAST DAY TO DROP WITH A W
Day 25: 10 Nov	<b>Module 4: Final Project.</b> LATE WORK DUE DATE
Day 26: 12 Nov	<i>Meetings + Sketchbooks (4),</i> Proposal due.
Day 27: 17 Nov	Contracts due. Research presentation/discussion.
Day 28: 19 Nov	Work day, progress checks
Day 29: 24 Nov	Thanksgiving Break: No Class
Day 30: 26 Nov	Thanksgiving Break: No Class
Day 31: 1 Dec	Work day, progress checks
Day 32: 3 Dec	<i>Module 4 Final Critique.</i> No makeups or early exams.