DESCRIPTION
Contemporary studio art practice has become more inter and multi-disciplinary than ever. Painters are making videos; sculptors are making sound art; photographers are making robots. This trend is a function of the digital condition and whereby artist's adoption of digital tools, such as video editing, audio production, coding and fabrication can empower him or her to make work that is porous, multi-textual and distributed across exhibition venues. As such this course is designed to impart the historical context for the use of digital tools in the production of fine art and the means by which those tools can be implemented through a series of focused project assignments.
Furthermore, this course is a laboratory for hands-on learning in which students will acquire digital computing skills consistent with current digital and media art practices. Students will learn how to use computers and digital technologies toward the production of contemporary fine art—with a focus on moving image, digital audio production, coding, and digital fabrication. The structure of this course is centered on in and outside of class studio time and assignments, the development of foundational skills, the aesthetic/historical context for the use of digital technology in contemporary art, lectures and group critique.

LEARNING AND COURSE OBJECTIVES
Students who successfully complete this course will be:

Comfortable with and conversant in using current artistic digital tools such as Adobe Premier, Adobe Audition, coding, and digital fabrication toward the production of fine art.

Aware of historical and contemporary artists using cutting edge digital technologies in motion picture production, sonic art, generative art and digital fabrication.

Knowledgeable of aesthetic contexts for the use of digital tools in a studio art practice.
TEACHING PHILOSOPHY
You will get out of this course what you put into it. This means that you must accept the challenge of taking responsibility for your own success. My role is to provide motivation in the form of a grade; guidance with regards to the usage of the tools introduced to complete each project; and feedback as you are in the process of creating your projects and during the final critique for each project. However, you must attend all class sessions, complete all projects as assigned, and make the individual effort to master the digital studio art techniques and concepts presented during the course. This course will be challenging. It is short, intense, meets early in the day and for some of you, will be the first time you are engaging with these tools, materials, concepts and histories. Due to the fact that you have a project due every Friday you will certainly have to take advantage of the general computing lab on the 2nd floor in order to work during times outside of class.

COURSE REQUIREMENTS AND CLASSROOM BEHAVIOR
You are expected to be prepared for class. This means being prepared to participate in discussions, ask questions about content presented during lectures and being pro-active about project deadlines. Reading unrelated materials, excessive talking to neighbors, and any kind of phone use are all unacceptable during class time. This activity will be noted and reflected in your grade.

Turn in assignments on time. Late assignments will be graded, but not critiqued. Late assignments will be docked a full letter grade for each day of the week they are late.

Excessive absences and late arrival to class will be noted and reflected in your grade.

Participate consistently and thoughtfully in all class discussions and critiques, especially for those of which are not your own. This is part of your participation grade.

Respect your peers’ opinions, orientations, histories, beliefs, and experiences.

Pay attention, ask questions and work hard.

PROJECTS
1. Recycled Cinema
2. Animation
3. Radio Documentary
4. Code
5. Laser Etching

THEMES
digital condition-appropriation-cinema-open source-additive-subtractive-sculpture-media-code-procedural-experimental

MATERIALS
External hard drive: minimum 250GB, 7200rpm
USB thumb drive (to be turned in at end of semester)
Headphones (not ear-buds)
UNT email—this is how we will primarily communicate
Access to Blackboard
Notebook or journal

GRADING
Students will be evaluated on the basis of completed projects (50%), attendance (30%), and participation (20%).
Recycled Cinema: 10 points
Animation: 10 points
Audio Documentary: 10 points
Coding: 10 points
Laser Etching: 10 points
Attendance: 30 points
Participation: 20 points
100 points possible

A= Superior. The grade of A indicates that work is superlative and surpasses expectations for the assignment, attendance is exemplary and the student participates in discussions in a manner that is respectful toward fellow students and which contributes to productive class discussions.

B= Above Average. The grade of B indicates that work is extraordinary and goes beyond the minimal requirements of an assignment. Attendance and participation are exemplary.

C= Average. The grade of C indicates that work is completed as assigned and submitted by deadline. Attendance and participation are lackluster.

D= Below Average. The grade of D indicates that work is completed, but is not completed as assigned. Attendance and participation are poor.

F= Fail. The grade F indicates that work is not completed as assigned according to deadline and that attendance and participation are minimal.

On the last day of our course you are required to turn in to me a USB drive with a folder containing all projects completed in the course. Please name this folder Your_Name_ASTU_3030_Summer_2017_Comprehensive. The more material (research, sketches, tests) that you include the better. However, I do not need Premier or Audition project files.

ATTENDANCE
You are allowed only TWO unexcused absences. Upon the THIRD absence your grade will drop a full letter for each subsequent absence. If you miss class it is your responsibility to acquire the information you missed on the day you were absent. If you are aware that you will be absent prior to the date of an absence you must notify me. Excused absences are granted in the case of illness accompanied by a doctor’s note and documented personal and/or family emergency. You are allowed TWO unexcused absences. Two tardies (10 min. after class begins) will result in one absence.

BLACKBOARD ACCESS & NAVIGATION

Access and Login Information

This course is supported by the University of North Texas’ Learning Management System, Blackboard Learn. To access Blackboard, please go to: http://learn.unt.edu.

You will need your EUID and password to log in to the course. If you do not know your EUID or have forgotten your password, please go to: http://ams.unt.edu.

STUDENT SUPPORT
The University of North Texas provides student technical support in the use of Blackboard and supported resources. The Student Help Desk may be reached at:

Email: helpdesk@unt.edu
Phone: 940.565-2324
In Person: Sage Hall, Rm. 130

Regular hours are maintained to provide support to students. Please refer to the website http://www.unt.edu/helpdesk/hours.htm for update hours.

UNT PLAGIARISM POLICY
Plagiarism is a serious violation of UNT’s code of academic conduct. The UNT Code of Student Conduct and Discipline, Policy Manual, Graduate Catalog, and Undergraduate Catalog explain specific policies, penalties, and the appeals process. The UNT Policy on Academic Misconduct provides definitions of plagiarism and states that the instructor can assign penalties for violations of the policy.

The term plagiarism includes, but is not limited to, the use, by paraphrase or direct quotation, of the published or unpublished work of another person without full and clear acknowledgment. Plagiarism also includes the unacknowledged use of materials prepared by another person or agency engaged in the selling of term papers or other academic materials.

The UNT policy further states that all students:

are responsible for making themselves aware of the definitions and implications of academic misconduct. For further information on academic misconduct, penalties and appeal procedures, the student should refer to the “Code of Student Conduct and Discipline.”

Penalties are assigned by instructors and the University and can range from reducing the grade for a test or assignment to revoking an academic degree already granted.

DISABILITY STATEMENT
The College of Visual Art and Design is committed to full academic access for all qualified students, including those with disabilities. In keeping with this commitment and in order to facilitate equality of educational access, faculty members in the College will make reasonable accommodations for qualified students with 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. 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, and by visiting the ODA in Room 321 of the University Union. You may also call the ODA at 940.565.4323.

COURSE RISK FACTOR
This course recognizes that there are certain risks inextricably associated with certain activities within the lab, and categories are assigned to those risk factors. Working with computers in a lab environment such as this class is considered a category 2 risk. I ask every student to be especially mindful of these risks. Be concerned for your safety and the safety of those around you, specifically as it relates to how you use your computer equipment.

BUILDING EMERGENCY PROCEDURES
In case of an emergency (alarm will sound), please follow the building evacuation plans posted on each floor of your building and proceed to the nearest parking lot. In case of a tornado (campus sirens will sound) or other weather related severity, please go to the nearest hallway or room on your floor without exterior windows and remain there until an all clear signal is sounded. Follow the instructions of your faculty and act accordingly.

CENTER FOR STUDENT RIGHTS AND RESPONSIBILITIES
Each University of North Texas student is entitled to certain rights associated with higher education institutions. See www.unt.edu/csrr for further information.

SCHEDULE
Week 1: June 5-9 Recycled Cinema
-Brief history of found footage in experimental cinema
-Adobe Premier, proper media storage, work flow, editing, rendering, and exporting final projects.
Week 2: June 12-15 Animation
-Brief history of experimental animation
-Photoshop, Adobe Premier, found materials and your smartphone to create short animation projects.
-Animation project due June 15

Week 3: June 19-22 Coding
-Examples of artists using coding platforms in a variety of fine art contexts.
-Fundamentals of using Pure Data (Pd) for generating image, video and sound.
-Coding project due June 22

Week 4: June 26-29 Audio Documentary
-Examples of radio broadcasts and audio documentary
-Adobe Audition, found materials and your smartphone (as a recording device) to create well-produced audio documentaries or podcast style content.
-Audio Documentary/Podcast project due June 29

Week 5: July 3-6 Digital Fabrication
-Examples of contemporary artists using digital fabrication in an array of fine art contexts.
-FABLAB training, proper usage of the Helix and Boss laser cutters, workflow concerning moving from digital file to physical object.
-Digital fabrication project due July 6

DETAILED SCHEDULE

June 5 Syllabus review, introduction to editing in Adobe Premier and archive.org
For tomorrow: Have your headphones! You will use them extensively in this class.

Recycled Cinema
June 6 Screenings: ‘A Movie,’ ‘We Edit Life,’ Alone: Life Wastes Andy Hardy,’ and ‘We Edit Life.’
Proper workflow for Adobe Premier editing and editing exercise #1
June 7 Sound, visual effects and advanced editing techniques in Premier
June 8 Media formats, exporting finished project, studio time/feedback
June 9 Projects due/critique.
For Monday: bring collage materials (magazine images, childhood drawings, newspaper photos, etc.) to class.

Animation
June 12 Screening of works by Martha Colbourn, Janie Geiser and Lewis Klahr
Fundamentals of animation, 3 second collage animation exercise
June 13 Work flow with regards to using the smartphone as an artistic tool toward your animations. Introduction to Photoshop as a tool for animation.
June 14 Soundtrack production, Creative Commons, studio time
June 15 Projects due/critique
For Monday: complete Pd tutorials 0-11 located at Pure Data>Help>Pure Data>2.control.examples/

Coding
June 20 Control structures, generating 2d or 3d images in Pure Data. Automation.
June 21 Studio time, feedback.
<table>
<thead>
<tr>
<th>Date</th>
<th>Activity</th>
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<tr>
<td>June 22</td>
<td>Projects due/critique. For Monday: schedule safety training in the FabLab for 8:15am on that day.</td>
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<td><strong>AUDIO DOCUMENTARY/ESSAY</strong></td>
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<td>June 26</td>
<td>Listening: The Takeaway, Fresh Air, ‘The Violet Flame,’ by Brenda Hutchinson, Introduction to Audio Production with Adobe Audition, recording professional audio with your phone, audio editing exercise</td>
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<td>June 27</td>
<td>Advanced audio editing and effects</td>
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<td>June 28</td>
<td>Studio time, feedback</td>
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<td>June 29</td>
<td>Projects due/critique For Monday: schedule safety training in the FabLab for 8:15am on that day.</td>
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<td><strong>DIGITAL FABRICATION</strong></td>
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<td><em>Please note that you may collaborate with one of your fellow students for this project</em></td>
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<tr>
<td>July 4</td>
<td>No Class</td>
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<tr>
<td>July 5</td>
<td>Experimentation/studio time.</td>
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<tr>
<td>July 6</td>
<td>Projects due/critique</td>
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