 COURSE OVERVIEW

DESCRIPTION
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, coding in PureData, physical computing using the Arduino prototyping and coding environment, and 3D scanning and printing. The structure of this course is focused on in and outside of class studio time, the development of skills, and the aesthetic/historical context for the use of digital technology in contemporary art.

OBJECTIVES
Students who successfully complete this course will be:
- Comfortable with and conversant in using current artistic digital tools, such as Adobe Premier, coding environments such as Processing and PureData, the Arduino prototyping platform, 3D modeling, scanning and printing.
- Aware of historical and contemporary artists using cutting edge digital technologies
- Knowledgeable of aesthetic contexts for the use of digital tools in a studio art practice.

PROJECTS
1. Digital Appropriation and Recycled Cinema
2. Sound and Code
3. Sensing and Effecting the World with the Arduino
4. 3D Modeling/Scanning/Printing

THEMES

MATERIALS
External hard drive: minimum 500GB, 7200rpm
USB thumb drive (to be turned in at end of semester)
Arduino Starter Kit
https://www.adafruit.com/products/1078?gclid=CjwKEAjwz4u9BRCbioK3stnBznESJADA75xbO26H6gNtvjc5HaSV60wjQPPT4Q-pJw4Rs1VNYi0hoBoClQDw_wcB
Headphones (not ear-buds)
UNT email—this is how we will communicate
Access to Blackboard
**GRADING**
Students will be evaluated on the basis of completed projects (60%), attendance (20%), and participation (20%).
Digital Appropriation and Recycled Cinema: 15 points
Sound and Code: 15 points
Physical Computing: 15 points
3D Scanning, Printing: 15 points
Attendance: 20 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.

**ATTENDANCE**
You are allowed only **THREE** unexcused absences. After the **FOURTH** 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. Two tardies (10 min. after class begins) will result in one absence.

**EXPECTATIONS**
- Come to class on time and prepared with all materials you need to work.
- 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 they are late.
- Participate consistently and thoughtfully in all class discussions and critiques, especially for those of which are not your own.
- Respect your peers’ opinions, orientations, histories, beliefs, and experiences.
- Pay attention, ask questions and work hard.

**GENERAL RULES FOR INTERACTING WITH YOUR FACULTY**
- Do not attempt to add me as a friend on Facebook.
- Do not message me on Facebook.
- Do not text me.
- When you write me an email compose it in a professional manner with a salutation and a sign off.
- Until the time comes when I give indication otherwise, please address me as Mr. or Professor Back.

**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 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](http://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](http://www.unt.edu/csrr) for further information. The faculty retains the right to change the syllabus with or without notice.
SCHEDULE

Week 1: Course overview, Introductions/Adobe Premier
Week 2: Editing Theory/Recycled Cinema
Week 3: Editing Theory/Recycled Cinema
Week 4: Work Day/Critique
Week 5: Sound and Code, Experimental Electronic Music/PureData
Week 6: Sound and Code, Not so-experimental electronic music/PureData
Week 7: Sound and Code, Sound Design/PureData
Week 8: Work Day/Critique
Week 9: Circuits, Physical Computing, Arduino
Week 10: Circuits, Physical Computing, Arduino
Week 11: Circuits, Physical Computing, Arduino
Week 12: Work Day/Critique
Week 13: Introduction to 3D Modeling, Printing and Additive design.
Week 14: 3D Scanning
Week 15: 3D Modeling/Printing
Week 16: Work Day/Final Critique

DETAILED SCHEDULE

Week 1, Day 1: Review of syllabus and class schedule, personal introductions, getting started with Adobe Premier, including project formats, scratch disks, basic software functionality.
Week 1 Day 2: Found footage resources: Archive.org, screen capturing; Basic video editing in Adobe Premier, Screenings
Week 2 Day 2: Editing in Adobe Premier continued: Creating and interpreting meaning in motion pictures, Screenings and Analysis, i.e. How to read motion pictures Found Footage editing exercise
Week 3 Day 1: Found Footage editing exercise continued, developing sound design.
Week 3 Day 2: Advanced editing techniques in Adobe Premier, exporting your final video, integrating Photoshop and Premier
Week 4 Day 1: Work Day—bring all necessary files, found footage, sound recordings, still images, etc. to class in order to work on your Found Footage project.
Week 4 Day 2: Critique of Project 1
Week 5 Day 1: Introduction to PureData—graphical patch programming, atomistic elements, basic functionality, right to left/top to bottom, Hello World!
Week 5 Day 2: PureData and sound—basic synthesis, amplitude, oscillators, filters, control methods, timbre and timbre as music
Week 6 Day 1: PureData and sound—melody, harmony, sequencing
Week 6 Day 2: PureData and sound—delay, delay-based processing, envelopes and drum machines
Week 7 Day 1: PureData and sound—sound design elements: wind, physical materials, chirpiness
Week 7 Day 2: PureData and sound—sub-patches and gui elements, keeping everything snazzy
Week 8 Day 1: Work Day
Week 8 Day 2: Critique for Project 2
Week 9 Day 1: Microcontrollers, circuits, electricity, introduction to Arduino and coding in the Arduino IDE
Week 9 Day 2: Arduino exercises and experimentation
Week 10 Day 1: Arduino exercises and experimentation pt. 2
Week 10 Day 2: Arduino exercises and experimentation pt. 3
Week 11 Day 1: Arduino exercises and experimentation pt. 4
Week 11 Day 2: Prototyping, testing, brainstorming
Week 12 Day 1: Work Day
Week 12 Day 2: Critique for Project 3
Week 13 Day 1: Introduction to 3D Printing and Modeling, including online design resources, FabLab
Week 13 Day 2: Online 3D modeling exercise
Week 14 Day 1: 3D Scanning, file formats
Week 14 Day 2: 3D Scanning, importing scan file for further aesthetic refinement
Week 15 Day 1: Modeling exercise
Week 15 Day 2: Printing
Week 16 Day 1: Work Day
Week 16 Day 2: Critique of Project 4; comprehensive project data and documentation due to me via usb thumb drive.

IMPORTANT DEADLINES
September 21: Recycled Cinema
October 19: Sound and Code
November 16: Coding and Arduino
December 7: 3D Scanning/Printing and Comprehensive Materials