Course Description
Computer Applications in the Arts is an investigation of the computer–hand dyad. This class examines the cooperative, stubborn, and often transformative union that occurs between machine technology and the fine artist. In this course, students will develop and improve digital literacies, using the computer as a primary generative tool for translating ideas into form and matter. Emphasis will be on inter-software methods of construction and tactility - how we can use multiple platforms and interfaces to ultimately output better, smarter objects into the physical world.

Course Goals
Students who complete this course successfully will be able to:

• Demonstrate knowledge of Adobe Creative Suite Software (including Photoshop, InDesign, Illustrator)
• Demonstrate knowledge of 3D software (Blender, Maya, Fusion 360), including rendering, animation, and modeling.
• Demonstrate knowledge and procedures related to the laser cutter, digitizer, and 3D printer, including repair operations.
• Demonstrate knowledge of the interaction between software, hardware, and fine art practices.
• Demonstrate knowledge of open source programming using Processing and Processing language.
• Develop a wider understanding of code as a creative medium.
• Work both individually and collaboratively to produce works that ask critical questions about the role of contemporary culture and technology
• Sharpen and refine digital literacy.

Required Texts, Materials, or Equipment

- “Getting Started with Processing” by Casey Reas and Ben Fry (available in PDF format online)
- Lynda Tutorials (as assigned)
- An External Hard Drive
  Having an external hard drive will be essential to backing up your work and transporting it. If you are a mac user, LACIE and OWC make excellent hard drives for MACs. If you are a PC user or like to go between MAC and PC, Seagate makes affordable and decent hard drives. For transporting between home + class, an external hard drive of max 1 TB that doesn't need to be plugged into the wall would be ideal.

Course Structure
This is a studio class. You will be expected to plan ahead and work during class time. Generally, class time will be split between lectures, workshops, and independent studio time. There will be critiques, technical demonstrations, and course discussions. This course will also use readings and video tutorials to introduce technical concepts in coding and digital imaging processes.

ASTU 3030.501 Spring 2018
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; historical and theoretical context; 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--for some of you this will be the first time you are engaging with these tools, histories, theories and concepts.

Major Assignments: Descriptions

Project 1: Photoshop, Digital Collage, and Zines
For this project, students will use Adobe Photoshop to create an edition of zines. In class, students will learn the basics of digital photography, photo collage, compositing, masking, and digital printing using Adobe Photoshop. InDesign will be used for formatting and sequencing. Students will be exposed to the history of underground print matter including major contributions of punk and feminism. We will discuss the inherent political and democratic nature of zines, as objects of transience and as inexpensive forms that circulate community kinship and radical culture.

Project 2: Illustrator & Digital Fabrication
For this project, students will use the CAVD Digital Fabrication Lab and Adobe Illustrator as an introduction to digital fabrication methods. Scavenging, appropriation, and the repurpose of materials will be major themes in a project designed to transform everyday objects. In class, students will learn the basics of working with vector shapes, repeated pattern making, tracing, and laser cutting/engraving. Students will critique their designs in class in two crit sessions.

Project 3: Processing + Data Abstractions & 3D Manipulation
For our class finale, students will be asked to work with 3D digitizers, 3D software (Maya, Fusion360, others), 3D printers (resin and filament-based), CNC milling, the open source program Processing and its Java-based language, and previously introduced software to make 3D rendered objects or interactive projections. The class final is a test of digital literacy and inter-software interaction. To prepare for the final project, we will continue conversations into sustainability, ecology, and digital fabrication revolutions. We will look towards asking how the scale of data and information in contemporary life has altered the creative possibilities of data visualization and “generative design”, or, what we might call a form of art-making mostly produced by machine intelligence and intuition. The class final is open concept.

Class Participation
As a student in this course, you agree to participate actively as a civil, respectful, and supportive member of an inclusive learning environment for all. Students are encouraged to take risks, and speak to faculty directly, the department chair, or an advisor, about any concerns they may have about classroom participation and classroom dynamics.

As an active member of this classroom, you will be evaluated based on your attendance, participation in workshops and discussions, and feedback during critiques.

Class Attendance
• Class attendance is a requirement. 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.
- Assignments that are turned in late will receive one letter grade lower per day for each day they are late.
- Critiques missed may not be made up and grades will reflect the student’s failure to participate in the critique discussions.
- 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.
- Professionalism in email exchanges goes a long way. Remember this for the future.

**Communication With Me**
I am perfectly amenable to you contacting me by email. However, when you send me (or any other faculty) an email, please include some form of salutation. For example, you might write me:

`Hello Martin, (Professor/Mr. whatever is comfortable for you)

I am curious about such and such subject matter discussed today in class and where I might find more information.

Thank you,
Deborah Fort`

Professionalism in email exchanges goes a long way. Remember this for the future.

**Course Grading**
Student’s performance is evaluated based on their visual, written and oral demonstration of the practices and concepts acquired during this course. Your participation in class critiques will also affect your project grade. Late work will be graded down one letter grade per class period. Work later than one week will not be accepted and will receive the grade of F.

- **Class Participation** - 15 Points
- **Attendance** - 10 Points
- **Project 1** – 25 Points
- **Project 2** – 25 Points
- **Project 3** – 25 Points

\[
\begin{align*}
A &= 90 - 100 \\
B &= 80 - 89 \\
C &= 70 - 79 \\
D &= 60 - 69 \\
F &= 0 - 59
\end{align*}
\]

**NEW MEDIA ART MISSION STATEMENT**
The mission of the New Media Art program at the University of North Texas is to cultivate new methods of performance and media art practices in contemporary art.
Through creative and critical inquiry, we emphasize artistic excellence, interdisciplinary learning, socially engaged practices, and welcome collaboration. We see our mission as the study and practice of visual culture, past and present, in order to understand how the convergence of performance, storytelling, and media can illuminate and expand, or conceal and limit the worlds they represent. Finally, we recognize that example is the best teacher and strive through our own creative research to embody the values we wish to impart. Pursuing research and creative opportunities, both locally and internationally, we draw upon and engage with the current critical discourse around Media and Performance Art.

This mission is fulfilled:

- Through innovative active learning curricula that contributes toward and engages with current practices and theoretical structures
- By continually investigating emerging media and technologies, as well as traditional approaches, as a way to open new channels of research and practice
- Through a belief that diversity—in background, status, culture, and viewpoint—is essential to a vital and creative community
- By expecting academic excellence as a fundamental part of a professional education in the visual arts
- Through a commitment toward rich engagement within our communities through community based learning experiences and service related activities
- By fostering an intellectual community within which experimentation is key

**Course-Specific Support or Supplementary Instruction**

There are a number of resources available to you for free at the University, this includes the UNT Writing Lab, the UNT Factory, free tutors at the Learning Center, academic coaching, and more. For a complete list visit: [https://www.unt.edu/features/newstudents/](https://www.unt.edu/features/newstudents/)

For this class, here is a list of resources that will help you succeed:

**LYNDA.com:**
- Photoshop CC 2017 Essential Training: The Basics Photoshop
- CC Introduction to Photo Composition
- The Art of Photoshop Compositing
- GIF creation in Photoshop
- Illustrator CC 2017 Essential Training
- Fusion 360 Essential Training
- Processing: Creating Data Visualizations

**Processing:**
- Processing.org (download Processing, look at tutorials, libraries and more)
- Open Processing (a user website devoted to sharing source code and finished works)
- Processing on GitHub
- Getting Started with Processing, Casey Reas/Ben Fry PDF
- Making Things See, Greg Borenstein PDF

**Plagiarism**

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!

**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, and by visiting the ODA in Room 321 of the University Union. You also may call the ODA at 940.565.4323.

**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 the course management system for contingency plans for covering course materials.

**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. The faculty retains the right to change the syllabus with or without notice.

**FINANCIAL AID SATISFACTORY ACADEMIC PROGRESS (SAP) (UNDERGRADUATES)**

- A student must maintain Satisfactory Academic Progress (SAP) to continue to receive financial aid. Students must maintain a minimum 2.0 cumulative GPA in addition to successfully completing a required number of credit hours based on total registered hours per semester. Students cannot exceed attempted credit hours above 150% of their required degree plan. If a student does not maintain the required standards, the student may lose financial aid eligibility.

- **If at any point you consider dropping this or any other course, please be advised that the decision to do so has the potential to affect your current and future financial aid eligibility.** Please visit http://financialaid.unt.edu/sap for more information about financial aid Satisfactory Academic Progress. It may be wise for you to schedule a meeting with your CMHT academic advisor or visit the Student Financial Aid and Scholarships office to discuss dropping a course before doing so.

**Sexual Discrimination, Harrassment & Assault | Student Advocacy**
UNT is committed to providing an environment free of all forms of discrimination and sexual harassment, including sexual assault, domestic violence, dating violence, and stalking. If you (or
someone you know) has experienced any of these acts of aggression, you are not alone. The federal Title IX law makes it clear that violence and harassment based on sex and gender are Civil Rights offenses. UNT has staff members trained to support you in navigating campus life, accessing health and counseling services, providing academic and housing accommodations, helping with legal protective orders, and more.

UNT's Dean of Students' website offers a range of on-campus and off-campus resources to help support survivors, depending on their unique needs: [https://deanofstudents.unt.edu/resources](https://deanofstudents.unt.edu/resources) UNT's Student Advocate can be reached through e-mail at SurvivorAdvocate@unt.edu or by calling the Dean of Students' office at 940-565-2648. You are not alone. We are here to help.

Additional Resources:
- Food pantry
- Pregnant and parenting students
- Temporary disabilities
- CARE Team CAREteam@unt.edu 940-565-4373
- Housing

**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.

**BEST PRACTICES FOR HEALTH & SAFETY / STUDIO RULES**

1. Always be respectful of University Property, New Media technology and facilities, your colleagues, and the work of your peers.
2. If ever you feel you may need assistance moving, lifting, hanging, drilling, cutting, etc., ask someone for help before attempting the action by yourself. If you don't know how to use something, ask. Part of a successful art making community is a willingness to assist fellow artists.
3. Practice common sense and always be aware of your surroundings. Even if you are not working with something dangerous, someone around you may be.
4. Wear appropriate safety equipment and clothing if you are using or around power tools, heavy objects, chemicals, dust, fumes, etc. Do not wear loose clothing or jewelry when using power tools. Closed toe shoes should be worn during construction and installation of work. Wear a respirator if you are working with any noxious fumes (smoke, spray paint, resin, etc.)
5. Paint, chemicals, dyes, and oil must be disposed of by UNT Risk Management Services. Do not pour any of these items onto the ground or down a drain.
6. No food or drink around or near New Media studio or classroom computers. Spills may damage computer hardware and greasy keyboards and mice are gross. Always clean up after yourself before leaving the studio or classroom.
7. If multiple people are using an item that comes in close contact to the body (VR headset, microphone, mask, etc.), take proper precautions to minimize the transfer of contagions. Utilize disinfecting wipes, disposable face masks, etc. to help keep yourself and your peers healthy.
8. Be diligent in protecting your privacy and data. Log out of email and social media accounts when you log in on shared computers. If you notice a colleague forgot to log out of an acct, log out for them. Make sure to back up all of your project data. If you use shared data storage device (SD card, Camera's internal HD, Flash Drive, etc.) delete your data off the device before returning it.
(9) If you check out New Media equipment, technology, or media, you alone are responsible for the care and safe return of that item. If the item is damaged, lost, or stolen, you will be held financially or academically liable for the repair or replacement.

**NEW MEDIA CHECKOUT POLICY**

Currently, Equipment Checkout is on a first come, first served basis. Depending on the course(s) you are enrolled in, some of the equipment might not be available to you or only available to be used in the Lab, Classroom, or Cave.

Equipment can be checked out for exactly 3 days (72 hours) from the time of checkout. For example, if an item is checked out at 3:23pm on Monday it is due no later than 3:23pm Thursday of that same week.

Because the equipment is shared across all New Media Courses, returning equipment late is extremely disrespectful to your fellow classmates and the New Media Program as a whole. Please be very diligent about returning your equipment on time. If tardiness becomes excess you will lose all privileges to check out New Media equipment.

If any equipment is damaged, lost, or stolen while checked out under your name, you are responsible for the repair or replacement of that equipment. A hold will be placed on your academic record (and you may receive a grade of “Incomplete” in any New Media courses in which you are enrolled) until the repair or replacement has been made.

The ‘Cave’ black box space (Hickory 173) is available to checkout for installation, performance and documentation. To check out the space, you must first request a time slot from the New Media Technician or one of the New Media Student Assistants. After the time slot is approved, one of the New Media Staff Members will grant you access to the space.

The ‘Cave’ will be inspected before and after each reservation. The person whose name the reservation was made under will be held fully responsible for any activity that happens in the space during that time.

**New Media Technician:**
Zak Loyd (Zachary.Loyd@unt.edu)

**New Media Student Assistants:**
CJ Porras (ChristopherPorras@my.unt.edu)
Alexander Villanueva (AlexanderVillanueva@my.unt.edu)

**Disclaimer**

**THE INSTRUCTOR RESERVES THE RIGHT TO MAKE MODIFICATIONS TO THIS INFORMATION THROUGHOUT THE SEMESTER.**

**SCHEDULE**

Week 1 January 17

ASTU 3030.501 Spring 2018
Introductions, syllabus, tour of New Media, talk

Week 2
January 22/24
Project introduction; navigation, layers, tabs, selection tools
Demo: zine making

Week 3
January 29/31
Photoshop continued/Lynda tutorials

Week 4
February 5/7
Studio time

Week 5
February 12/14
Critique

Week 6
February 19/21
Digital Fabrication project introduction/Workflow in FabLab

Week 7
February 26/28
Illustrator and FabLab

Week 8
March 5/7
Studio Time

Week 9
March 12/14
Spring Break: no class

Week 10
March 19/21
Critique

Week 11
March 26/28
Project 3 introduction, discussion, introduction to Processing

Week 12
April 2/4
Leap Controller/Emotiv Controller

Week 13
April 9/11
Processing + Kinect

Week 14
April 16/18
Processing + Projection/Interactivity

Week 15
April 23/25
Studio time

Week 16
April 30/May 2
Critique

LIABILITY RELEASE (REQUIRED)
I understand that there will be some danger in connection with my participation in this New Media Art studio class because certain injuries may occur in carrying out these activities. After good and valuable consideration, I assume responsibility for all possible injuries resulting from my participation and hereby voluntarily agree that in the event of any accident, injury, loss of property, or other difficulty incidental to the activities or transportation to and from the activities, I will not make any claim of any kind against UNT or its agents, employees and representatives and/or students, and agree to hold said UNT, its employees and representatives and/or students harmless from any and all liability and legal responsibility. I recognize that
I alone am responsible for my safety and health and based on my present knowledge of the correct methods and being of legal and adult age, I accept the responsibilities and possible injuries involved in these activities. I further agree to become familiar with the rules and regulations of UNT concerning student conduct and to not violate said rules or any directive or instruction made by the person or persons in charge of said activities and I will assume the complete risk of any activity done in violation of any rule or directive or instruction.

I understand that I am urged by UNT to obtain adequate health and accident insurance.

BACK SYLLABUS CONTRACT AGREEMENT: ASTU 3030 Spring 2018

Printed name___________________________________

Signature______________________________________

Date__________________________________________

A parent or legal guardian must sign for persons under age 18.

I, the undersigned, am a student at the University of North Texas (UNT) and I am enrolled in ________________________________________(name of course). By my signature below I hereby grant permission to UNT to use, copy, reproduce, publish, distribute or display and all works created to comply with the requirements of this course in accordance with the terms set forth below. Additionally I consent to the disclosure of the work created in this class as may be accompanied by my name and other personally identifiable information for purposes as set forth below.

2. Scope of permission. This permission extends to the use of the described work and images of such work: 1) for academic purposes in order to demonstrate examples of student work to current and future UNT students; 2) for public display in the galleries or on the campus of UNT or on the UNT website; 3) for promotional materials created by UNT in all forms of media now known or later developed, including but not limited to exhibition catalogues, direct mail, websites, advertising and classroom presentations. My
permission is on-going and will continue until such time as I revoke it by giving UNT three months written notice of revocation to the professor of record for this course. UNT will have three months from the date of my notice to stop all use in accordance with this permission.

3. **Certificate of ownership.** I am the owner of all the work submitted in accordance with the requirements of the named course and the work is not subject to any grant or restriction that would prevent its use consistent with this permission. All aspects of the work are original to me and have not been copied. I understand that as owner of the work I have the right to control all reproduction, copying and use of the work in accordance with U.S. copyright laws.

4. **Privacy release.** I hereby authorize and consent to the release, maintenance and display of my name if necessary and any other personally identifiable information that I have provided in connection with the work and its use in accordance with the terms of this Agreement.

5. **Signature.** By signing below I hereby grant the permissions indicated above. I understand that this grant of permission relates only to the use of the described work. This is not an exclusive right and I may sell, give or otherwise transfer the rights to such work to others on a non-exclusive or exclusive basis. However, in the event that I do sell, give or otherwise transfer ownership or the exclusive right to use my work to another party, I will notify UNT immediately in writing through the professor of record for this course. UNT will have three months from the date of my notice to stop all use in accordance with this permission.

Printed name:_____________________________________

Signature:_________________________________________

Date:____________________________________________

ASTU 3030.501 Spring 2018