REAL//TIME//MEDIA

COURSE DESCRIPTION: This studio art course will provide students with the practical techniques to create real time media art works. Students will learn the fundamentals of controlling and generating video and audio in real time with a variety of hardware and software methods.

GOAL: Each student will end the semester with a fully realized interactive/performative (for example: audio-visual work, audio-sculpture, live-cinema, generative video, interactive dance) work. This work will be performed/exhibited at the end of the term at a public concert in the CAVE or other location TBD.

OBJECTIVES (how we get to the GOAL): Students will learn how to produce and control audio-visual material in real time with a variety of hardware and software methods. These include, but are not limited to, MIDI (Musical Instrument Digital Interface) devices, OSC (open sound control), and the Touch Designer software platform. Students will also learn the fundamentals of digital and analog audio synthesis and analog signal flow. Students who enroll in this course will also engage with recent New Media Art history and practices by examining preceding artists’ use of similar technologies in the creation of real-time, performative media artworks. As necessary students will also engage with extra-artworld theoretical concerns as described by systems theory, Cybernetics and 2nd Order Cybernetics. Students who successfully complete this course will be well versed in the history and practice of creating media art works that rely on and are informed by generative and real time techniques. They will also have acquired marketable skills that will qualify them to produce commercial video installations, video for theater, sound design and audio-visual design for commercial spaces.

LEARNING AND COURSE OBJECTIVES

<table>
<thead>
<tr>
<th>Outcomes</th>
<th>Objectives</th>
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<tbody>
<tr>
<td>Understand the history, current issues, and direction of the artistic</td>
<td>Acquire advanced knowledge of the history, current issues, and direction of New Media Art.</td>
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<tr>
<td>discipline</td>
<td>Acquire advanced knowledge of the history, theory, and criticism of film, video, technology, digital art and design.</td>
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<tr>
<td>Place works in the historical, cultural, and stylistic contexts of the</td>
<td>Place works in historical, cultural, and stylistic contexts of New Media Art, including their position within larger contexts and systems and their influence on individuals and society.</td>
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<tr>
<td>artistic discipline</td>
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<tr>
<td>Use the technology and equipment of the artistic discipline</td>
<td>Develop advanced knowledge of concepts related to the visual, spatial, sound, motion, interactive, and temporal</td>
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<tr>
<td>Skills: What students should be able to do</td>
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<td>-------------------------------------------</td>
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<tr>
<td>Use the elements and principles of art to create artworks in the artistic discipline</td>
<td>Apply narrative and other information or language structures to organize content in time-based or interactive media. Develop the ability to organize and represent content structures in response to technological, social, and cultural systems.</td>
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<tr>
<td>Create artwork that demonstrates perceptual acuity, conceptual understanding, and technical skill</td>
<td>Understand characteristics and capabilities of hardware and software and their implementation in expressive, functional, and strategic applications. Implement processes for development of digital art and design (ex: storyboarding, concept mapping, use of scenarios or personas)</td>
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<tr>
<td>Analyze and evaluate works of art in the artistic discipline</td>
<td>Participate in analysis and evaluation of works of New Media Art.</td>
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<td>Synthesis: How students will combine knowledge and skill to demonstrate learning</td>
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<tr>
<td>Produce artworks demonstrating technical skill and disciplinary knowledge</td>
<td>Produce works of New Media Art that demonstrate skill and disciplinary knowledge.</td>
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<tr>
<td>Use knowledge of art and disciplinary vocabulary to analyze artworks</td>
<td>Participate in critique of own works and the works of others using the vocabulary of New Media Art and demonstrating a beginning ability to analyze and synthesize aspects of human interaction in technological communication, objects, and environments.</td>
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<tr>
<td>Participate in critiques of own work and work of others</td>
<td>Work in collaborative teams with individuals from different disciplines.</td>
</tr>
<tr>
<td>Work in teams and organize collaborations among people from different disciplines.</td>
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**REQUIREMENTS** (what the student must supply to ensure success in this course): A willingness to learn a variety of new subjects, both practical and theoretical. A willingness to experiment accompanied by a commitment to several hours a week outside of class time working with the materials. If possible—a laptop (Mac or Windows) and 3 button mouse. A new and fresh journal for note-taking and jotting down inspiration/ideas for projects. There will be a great deal of technical information given in this course and note-taking will be mandatory. I will periodically review these journals as indicated by dates in the syllabus for this course. Minimum 500 GB external hard drive for media storage. A VCV-RACK account available at [https://vcvrack.com/](https://vcvrack.com/) Students are also required to meet the attendance guidelines outlined in the syllabus. Attend class and attend class on time.

**COURSE PHILOSOPHY** (the instructor's impetus for teaching the content in this course)
It is a banality to say that computers are amazing devices. In terms of media art, the desktop or laptop computer represents an expanding workstation of virtually limitless tools, plugins, software environments and the concomitant methods for creating work in a mind-boggling array of genres and disciplines. But what is lost with all this effortless ease and convenience? Tactility and the joyous reward of corporeality. By that I mean there is something ineffably wonderful about shaping, controlling or making something happen with our hands, bodies, voices, or even our brains. Another impetus that I have for teaching this course is that performative (as inclusive of, but not quite the same as, *performance*) media artworks, real-
time media performance (live cinema) and analog and digital audio synthesis have been a part of my personal research focus and specialty for nearly 2 decades.

COURSE CONTENT
The materials in this course will be delivered by way of lectures, viewing of videos, listening sessions, hands-on demonstrations and assignments, readings, and visiting artist talks.

GENERAL METHODOLOGY
As stated above students in this course will be exposed to a wide variety of tools and applications. For the first half of the semester I will be demonstrating—in a workshop style setting—several tools during our class meeting time. It is imperative that you take notes and ask questions. I expect that as we move through the demonstrations of each tool you take one (or several) on as your own to explore and research further toward the creation of your final work. I am certainly amenable to you using tools or software that you already possess that I may not cover in class.

Tools and applications covered in class will be:

**Software**
- Iannix
- VCV Rack
- TouchDesigner
- *These are free software.

**Hardware**
- Behringer Neutron Synth
- Korg MicroVolt Synth
- Various MIDI devices
- Audio Interfaces
- Korg DVP-1 Vocoder
- Axoloti Synthesis Platform
- *You have access to these via New Media equipment inventory to use in-house.

STUDENT EVALUATION
Students will be evaluated by their participation in class, demonstration of technical skill by way of assignments and a mid-term examination, attendance and punctuation and by the quality of their original work. Their original, end-of-term artwork, will be evaluated by the instructor using the following considerations:

**INNOVATION**
Has the student absorbed the historical and practical material delivered by the instructor to create an artwork that is critically and aesthetically rigorous?

**CURIOSITY**
Has the student been consulting periodically with the faculty regarding this work? Has the student asked him, her or themselves the most important question—Why am I doing what I’m doing? Is the student actively engaging in research?

**SYNTHESIS OF MATERIALS**
Has the student demonstrated at least proficient knowledge of the materials delivered throughout the term? Or—ideally—has the student demonstrated something resembling mastery of the materials?

**RIGOR**
Has the student demonstrated that they have committed the appropriate time to creating the work or is it slapdash, last minute and sloppy?
PERFORMANCE PRACTICE
Did the student pull their weight for the final performance preparation? Were they ready by dress rehearsal? Were they prepared by the date of the public performance?

ASSIGNMENTS

Assignment 1: Audio synthesis + 3 minute performance
The student should demonstrate their knowledge of electronic (digital) audio synthesis, including clocks, sequencers, oscillators, lfo’s, filters and envelopes.
Materials: VCVRACK/NEUTRON/MICROVOLT
7 points.

Assignment 2: Midi-controlled media pt. 2 + 3 minute performance
The student should demonstrate their knowledge of how to use the Midi protocol to control, generate or manipulate video and audio in real time.
Materials: Midi control, TouchDesigner, VCVRack (or other audio platform).
Optional materials: Open Sound Control protocol
7 points.

3 journal reviews: 2 points per review = 6 points.

Mid-term exam
30 points.

Final project/performance
50 points.

I will not accept late assignments in this class.

TEACHING PHILOSOPHY: You don’t go to college, or attend this class, to get a grade. You get a grade as a result of going to college and attending this class. Focus less on the temporary status afforded to you by achieving a certain grade and more on the holistic experience of participating in your own learning. You will get out of this course what you put into it. My role is to provide the necessary historical, theoretical and practical foundations for you to succeed in this course. I am also here to provide motivation in the form of a grade and to assist you in learning how to learn and learning how to fail. With regard to the production of artwork, sometimes a grand failure will teach the artist more than a less than resounding success. You must meet me halfway and participate in all discussions, demonstrations and mentoring sessions by being prepared (having all your materials in order to make work), asking questions, and engaging in artistic and intellectual curiosity. You are responsible for attending every class session. You must work in either the classroom or the CAVE on scheduled studio days.

CLASSROOM BEHAVIOR
Silence your phone and sequester it on the shelf near the door to the classroom for the duration of class. Refrain from excessive computer activity not related to course matters at hand. Be respectful of your fellow classmate’s opinions, histories and orientations. Participate in discussions. Do not disparage other students or faculty in my presence.

Health & Safety Area Specific Information: New Media Art

1. Hazards of Materials
Batteries, old monitors, lamps from digital projectors if broken may release mercury.
There are no known health hazards from exposure to lamps that are intact.

2. Best Practices
Though not much is generated, the New Media technician is certified for handling Hazardous Waste by the University of North Texas. For installations or sculptural elements, please cross-reference with other area specific information as needed.

3. Area Health & Safety Rules
All users of the studio classrooms are expected to follow studio area rules at all times. If you have any questions, ask your instructor.

- Follow all CVAD Health and Safety handbook guidelines (the handbook should be reviewed by your instructor) and can be found here: https://art.unt.edu/healthandsafety.
- Follow the CVAD Waste Management Chart in the classroom and other health & safety guidelines posted.
- In case of emergency, call campus police at (940)565-3000 or call 911.
- File an incident report (forms may be found in the CVAD H&S handbook and in the main office) within 48 hours of the event.
- Do not prop classroom doors. Doors are to remain closed to ensure the building HVAC and ventilation work properly.
- No food or drink in the studio.
- There is absolutely no food or drink allowed in the CAVE or lighting studio at any time.
- Your class and experience level determine the level of your CAVE privileges and access to certain equipment.
- Be mindful and respectful of all CAVE rules and procedures.
- If you see something out of place, please inform an instructor, tech or student worker immediately.
- If you 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.
- Practice common sense and always be aware of your surroundings. Even if you are not working with something dangerous, someone around you may be.
- 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.).
- Do not use force on any piece of equipment.
- Clean up after yourself.
- 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.
- 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 account, 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.
- Do not block doorways or block access to lights.
- Do not remove furniture from rooms or borrow furniture from rooms without permission.
- If something breaks, please tell a tech, student worker or instructor immediately.
- You must leave enough time at the end of open lab or class time to clean up, and return equipment to the cage.
- Do not create “daisy chains” with multiple electric cords and practice proper cable management.
- Paints, 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.
- First aid kits are found in each New Media Area. Notify an instructor, technician, or student worker if supplies are low.
- Report any safety issues IMMEDIATELY to your instructor.
- All courses must engage in an end of the semester clean up.
- Safety Data Sheets (SDS) for studio materials are maintained by area technician.
- Follow the CVAD CONTAINER POLICY (see below)

There are 3 types of labels used in CVAD.

**All containers must have a label identifying the contents at all times.**

**UNIVERSAL LABELS (while chemical is in use):**
All secondary/satellite containers for hazardous materials (or what might be perceived as hazardous - i.e. watered-down gesso, graphite solutions, satellite containers of solvents, powders, spray paints, fixatives, oils, solvents) must be marked with content, your name and the date opened. All unmarked containers will be disposed of with no notice. Labels can be found in the studios. All containers must be marked with your name, contents and date opened.

**UNIVERSAL WASTE LABELS (when material is designated as waste):**
All containers solely containing a universal waste must have a universal waste label identifying the contents as “Universal Waste - (type of universal waste)” that are designated as waste for proper disposal. The label must also include the date the first item of universal waste entered the container.

**HAZARDOUS WASTE LABELS**
All hazardous waste containers must have a label identifying the contents as hazardous. Labels should include all constituents in the waste mixture as well as an approximate percentage of the total for that item. All constituents should equal 100%.

**NEW MEDIA CHECKOUT POLICY**
- Currently, Equipment Checkout (354a) 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 Studio 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 may 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.
MATERIALS
- External hard drive: minimum 500GB, 7200rpm
- Journal or Sketchbook (this will be reviewed periodically throughout the semester)
- Headphones (not ear-buds)
- UNT email—this is how we will communicate
- Access to Canvas

GRADING
A = Excellent (100-90%)
B = Above Average (89-80%)
C = Average (79-70%)
D = Inferior (69-60%) [passing but not necessarily satisfying degree requirements]
F = Failure (59% or below)

Excellent = the student has attended every class, completed projects above and beyond what was required by the deadline, has participated to the fullest of his, her or their ability, has received and reflected on criticism and has offered helpful criticism to their peers.

Above Average = the student has missed very few classes, completed rigorous projects by the deadline, participated in most discussions, has received criticism well and has offered criticism to their peers.

Average = the student has missed some class, fulfilled most of the project requirements, has participated inconsistently in class discussions and critiques.

Inferior = the student has missed more classes than allowed, fulfilled some of the project requirements, has missed deadlines and participated very little in discussions and critiques.

Failure = the student has completed little course work, has missed many classes and has not participated in discussions or critiques

ATTENDANCE POLICY

Regular and punctual attendance is mandatory.

Three absences will be tolerated.

More than three absences will require a note from a doctor or a note from the art office excusing the absence for a reason covered under UNT policy 06.039 (Student Attendance and Authorized Absences) in order to be counted as excused.

More than three absences will lower your final grade by one letter grade per additional absence (4 or more)

Most lectures, demonstrations, and assignments will occur at the beginning of class periods and will not be repeated for those who come in late. If you are late to class, you will need to notify me at the end of the class period to replace an absence with a tardy. Three tardies will constitute an absence.

A tardy is considered to be arrival 5 minutes after the beginning of class.

Examinations, quizzes, and in-class assignments missed may only be made up with an official doctor’s excuse or note from the art office excusing the absence for a reason covered under UNT policy 06.039 (Student Attendance and Authorized Absences).
ACADEMIC INTEGRITY
According to UNT Policy 18.1.16, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University.

ADA ACCOMMODATION
UNT makes reasonable academic accommodation for students with disabilities. Students seeking accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide a student with an accommodation letter to be delivered to faculty to begin a private discussion regarding one’s specific course needs. Students may request accommodations at any time, however, ODA notices of accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of accommodation for every semester and must meet with each faculty member prior to implementation in each class. For additional information see the ODA website at disability.unt.edu.

HEALTH & SAFETY PROGRAM
Students are required to follow the Department of Studio Art Health and Safety guidelines and are required to complete training for each studio course. The goal of the Studio Art Health and Safety Program is to protect the health and welfare of all faculty, staff, and students and to cooperate with the University of North Texas’ Office of Risk Management. Please visit the website for details and the departmental handbook: https://art.unt.edu/healthandsafety.

ACADEMIC MISCONDUCT
In order to provide a campus environment that is conducive to academic endeavor and growth, the UNT Code of Student Conduct and Discipline provides regulations and guidelines governing student behavior. The code provides penalties for misconduct, including academic dishonesty, which includes all forms of cheating and plagiarism, including attempts to circumvent attendance procedures. The term cheating includes, but is not limited to a) use of any unauthorized assistance in taking quizzes, tests, or examinations; b) dependence upon the aid of sources beyond those authorized by the instructor in writing papers, preparing reports, solving problems, or carrying out other assignments; c) the acquisition, without permission, of tests or other academic material belonging to a faculty or staff member of the university; or d) any other act that is designed to give a student an unfair advantage.

This policy protects honest students from unfair competition with dishonest students who seek to gain advantages by cheating. Students who become aware of suspicious activities should notify me as soon as possible. Acts of academic dishonesty will result in a grade of ‘F’ in the course as well as disciplinary action.

EMERGENCY NOTIFICATION & PROCEDURES
UNT Emergency Guide: http://guidebook.com/app/emergency/guide/unteitmerge...
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.

ACCEPTABLE STUDENT BEHAVIOR
Student behavior that interferes with an instructor’s ability to conduct a class or other students’ opportunity to learn is unacceptable and disruptive and will not be tolerated in any instructional forum at UNT. Students engaging in unacceptable behavior will be directed to leave the classroom and the instructor may refer the student to the Dean of Students to consider whether the student's conduct violated the Code of Student Conduct. The University's expectations for student conduct apply to all instructional forums, including University and electronic classroom, labs, discussion groups, field trips, etc. The Code of Student Conduct can be found at deanofstudents.unt.edu/conduct.
SEXUAL DISCRIMINATION, HARRASSMENT & ASSAULT
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 or experiences any of these acts of aggression, please know that 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: http://deanofstudents.unt.edu/resources_0. UNT’s Student Advocate she can be reached through e-mail at SurvivorAdvocate@unt.edu or by calling the Dean of Students’ office at 940-565-2648.

REFER TO THIS SYLLABUS AND SCHEDULE OFTEN!!!!!

SCHEDULE

Week 1
January 14
Introduction, course overview, play with materials

January 16
Syllabus and schedule review
Establishing your VCV Rack account (free!)

Week 2
January 21
Overview of VCV Rack and Audio Synthesis
Turn in your signed syllabi and release contracts
Listen: Annihilation and Blade Runner 2049

January 23
VCV Rack and Audio Synthesis continued
Demo: Behringer Neutron
Demo: Korg MicroVolt
Intro to Midi controllers and midi protocol

Week 3
January 28
Review: VCV Rack, Audio synthesis
Signal flow: p.a. systems
Journal review #1 = 2 points.
Studio Time

January 30
Assignment #1 Due
Assignment 1: Audio synthesis + 3 minute performance
The student should demonstrate their knowledge of basic electronic (digital and analog) audio synthesis, including clocks, sequencers, oscillators, lfo’s, filters and envelopes.
Materials: VCV RACK, NEUTRON/KORG MICROVOLT
7 points.

Week 4
February 4
Midi protocol and its application
Behringer audio/midi hardware
Demo: iannix

February 6
Review: iannix
Midi protocol and audio
Demo: available midi devices: Kaoss Pad, Keyboards

Week 5
February 11
Review Midi protocol and audio
Work/studio

February 13
Introduction to TouchDesigner
User interface
Types of operators
Data flow

Week 6
February 18
Midi and TouchDesigner
Watch: Performance for No One, Modell 5, Violin Power
Video ‘scratching’ tutorial

February 20
Review Midi and TouchDesigner
A brief overview of the Open Sound Control Protocol
Studio time

Week 7
February 25
Transcoding tutorial: visualize sound, sonify image basics
Watch: Benton C. Bainbridge
Sharing Midi data between applications
Sharing audio between applications
Spout, Syphon
Guest speaker: Professor David Stout

February 27
Demo: Emotiv
Wireless midi and wireless control with mobile devices
Journal review #2 = 2 points.
Studio
Week 8
March 4
Review OSC
Studio

March 6
Assignment 2 due:
Assignment 2: Midi-controlled media pt. 2 + 3 minute performance
The student should demonstrate their knowledge of how to use the Midi protocol to control, generate or manipulate video and audio in real time.
Materials: Midi control, TouchDesigner, VCVRAck (or other audio platform).
Optional materials: Open Sound Control protocol, network/wireless control
7 points.

Week 9
Spring Break! No class

Week 10
March 18
Mid-Term Exam: 20 questions and independent research. Independent research will be handed in to the faculty upon the students’ arrival in the room.
20 questions = 20 points.
Independent research: 2 pages = 10 points.
30 points total.

March 20
Martin out of town

Week 11
March 25
Martin out of town

March 27
Final project proposals: individual meetings with faculty

Week 12
April 1
Final concert/exhibition planning
Line up
Stage manager
Sound persons
Logistics
Documentation crew

April 3
Students finalize project concepts with faculty in individual meetings

Week 13
April 8
Studio
Journal review #3 = 2 points.
April 10
Studio

**Week 14**
April 15
Studio

April 17
Studio

**Week 15**
April 22
*Dress rehearsal*

April 24
*Final performance*

**Week 16**
April 29
*Documentation editing and wrap up*

May 1
*Documentation and wrap up*
*Final class day*

**Monday, May 6: ‘Final Exam’**
During our scheduled final examination time each student will meet with the professor to grade themselves on all aspects of the final performance.
SYLLABUS CONTRACT: You are required to sign the syllabus contract. The attached art waiver form is optional (but strongly suggested).

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 4450 Fall 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:____________________________________________