ART 2020

Semester: Fall 2021
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Office Hours Day/Time: Wed 10:00 am-11:00 am, Thurs 1:30pm- 2:30pm

Welcome!Welcome!Communication Expectation: I will respond to your email within 24 hours on Weekdays. Please do not expect to receive my response over the weekends.

Welcome to UNT

As a member of the UNT community, I have made a commitment to be part of an institution that respects and values the identities of the students and employees with whom I interact. According to the University Policy Office (2021), "UNT prohibits discrimination and harassment because 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 in its application and admission processes; educational programs and activities; employment policies, procedures, and processes; and university facilities. The University takes active measures to prevent such conduct and investigates and takes remedial action when appropriate." To read the UNT's full policy of Prohibition of Discrimination, and Harassment, and Retaliation at the link below: https://policy.unt.edu/policy/16-004

Course Description:

ART 2020 Digital Tools and Technologies for Creative Practice, 3 (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, iMovie, 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.

Prerequisite(s): Two of the following: ART 1600, ART 1700, Art 1800, Art 1900

Course Objectives:

After students complete this course, students will be able to
1) Understand the language for communication with art and design practitioners.
2) Use the digital tools, technologies, and applications of digital media and resources for art and design practice.
3) Choose and apply appropriate digital tools and technologies which include Adobe Creative Cloud application, iMovie, and open-source software to digital art-making and communication for art environments, social media, interactive media, and 2D/3D digital fabrication technology.
4) Prepare correct file formats for print, digital implementation, and 2D/3D production.
5) Analyze and evaluate the effectiveness of digital tools and technologies in both application and process.

Required and Recommended Readings and Materials:

Students are required to read materials such as digital book chapters and watch videos and online contents which are provided through UNT Libraries and links on Canvas. The followings are required and recommended materials for ART 2020.

1) Creative Practice as a Catalyst for Developing Connectedness Capabilities: A Community Building Framework from the Teaching International Students Project
Snepvangers, Kim; Rourke, Arianne. **Journal of International Students, suppl. Special Issue on Reflection and Reflective Thinking on International Student; Jonesboro** Vol. 10, (2020): 17-35.
https://www-proquest-com.libproxy.library.unt.edu/docview/2522189404?pq-origsite=summon

Digital Creativity: Something from Nothing: E-book
Chapter 4: Technological Systems and Creative Actions
https://ebookcentral.proquest.com/lib/unt/detail.action?docID=4331719&query=Creative+Practice

Structure and form in design: critical ideas for creative practice
By Michael Hann

Chapter 2 and Chapter 8
https://www-bloomsburydesignlibrary-com.libproxy.library.unt.edu/encyclopedia?docid=b-9781474294058

Creative Cloud Tutorials: All Your Tools, creative cloud for new users.
https://helpx.adobe.com/creative-cloud/tutorials-explore.html

QR code generator
https://www.qr-code-generator.com

2021: An introduction to techniques, practices, and tools in the Fabrication Labs
https://www.youtube.com/watch?v=-f-NJjZlUts

Show Your Work: Print
Chapter 2: Think Progress, Not Product
https://discover.library.unt.edu/catalog/b6029464

Show Your Work: E-Book
Chapter 2: Think Progress, Not Product
https://discover.library.unt.edu/catalog/b5031452

The Design of Everyday Things: E-Book
Chapter 6: Design Thinking
https://ebookcentral.proquest.com/lib/unt/detail.action?docID=1167019&query=The+Design+of+Everyday+Things

Creative Art in Interdisciplinary Practice: Inquiries for hope & change.
By editor, Cheryl McLean; associate editor, Robert Kelly
https://discover.library.unt.edu/catalog/b4269862

Module 1: Get to Know Adobe Photoshop
https://helpx.adobe.com/photoshop/tutorials.html

Module 2 & 3: Get to know Adobe Illustrator
https://helpx.adobe.com/creative-cloud/tutorials-explore.html

Module 4: Get started with Adobe InDesign
https://helpx.adobe.com/indesign/get-started.html

Module 5: 2D/3D Digital Fabrication Technologies by using Adobe Illustrator to prepare artwork
Safety Training is available on Canvas

Learn more about the CVAD Fabrication Lab at this link https://itservices.cvad.unt.edu

Module 6: Adobe After Effects
Get to know After Effects
https://helpx.adobe.com/after-effects/how-to/getting-started-after-effects.html

Module 7: Digital Tools, Technologies, and Applications for Interactive Media

Learn how to generate QR Code
https://www.qrcode-monkey.com
or
https://www.logodesign.net/qrcode-generator
or
https://www.flowcode.com
or
https://qrd.by

Recommended Video Tutorials:

Adobe Photoshop 2021 One-on-One: Fundamentals with Deke McClelland
https://www.linkedin.com/learning/photoshop-2021-one-on-one-fundamentals/welcome-to-one-on-one?autoplay=true&trk=course_preview&upsellOrderOrigin=eml-email_learning_related_to_skill_01-hero-24-click_cta

Adobe Photoshop 2020 Essential Training series: The Basics with Julieanne Kost

https://www.linkedin.com/learning/photoshop-2020-essential-training-the-basics/welcome-to-the-photoshop-essential-training-series?autoplay=true&trk=course_preview&upsellOrderOrigin=eml-email_learning_related_to_skill_01-hero-24-click_cta

Photoshop 2021 Essential Training: Design with Julieanne Kost
https://www.linkedin.com/learning/photoshop-2021-essential-training-design/welcome-to-the-photoshop-training-series?autoplay=true&trk=course_preview&upsellOrderOrigin=eml-email_learning_related_to_skill_01-hero-24-click_cta

Adobe Illustrator 2021 One-on-One: Fundamentals with Deke McClelland

https://www.linkedin.com/learning/illustrator-2021-one-on-one-fundamentals/a-first-look-at-illustrator?u=74650474

Adobe InDesign 2021: Essential Training with David Blatner

https://www.linkedin.com/learning/indesign-2021-essential-training/indesign-learn-the-fundamentals?u=74650474

Adobe After Effect with Alan Demafiles
https://www.linkedin.com/learning/after-effects-cc-2021-essential-training-motion-graphics/creating-motion-graphics-in-after-effects?u=74650474

Required Materials:

1) **Computer**
   Students will use required digital tools and technologies in the Computer Lab, ART 338, and the CVAD Fabrication Lab to create and produce evidence of students' learning process.

2) **Software**
   The key application of this course is Adobe Creative Cloud applications such as Photoshop. Illustrator, InDesign, and After Effect.

3) **A Wacom Tablet**
   Students can check out equipment such as a Wacom Tablet and digital camera from the College of Visual Art and Design Service Desk: https://itservices.cvad.unt.edu

Teaching Philosophy:

Teaching philosophy of this course emphasize a Project-Based Learning (PBL) approach which is a student-centered pedagogy. Based on my reflections, PBL provides meaningful learning opportunities and increases students' engagement and achievement. PBL also prepares students to become active learners and lifelong learners. Class activities and assignments are designed to help students to build up knowledge, skills, and confidence in learning and using knowledge and skills for their future career.

Challenging Course Contents:

According to the College of Visual Arts and Design (August 2021), "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 Competencies/Assignments/Requirements:

To achieve course competencies, students are required to attend and participate in at least 80% of class meeting times. Students will receive 100 points for 100% attendance and participation of all class activities. This course focuses on a project-based learning approach as my teaching philosophy. Students are required to complete and submit assignments on time. Late for class attendance and late assignments will affect students' grades. There are key assignments as follows:

Attendance and class participation **(200 points)**

Module 1: Introduction to Course Syllabus **(50 points)**
      Module 1: Introduction to Learning Objectives
      Module 1: Introduction to Creative Practice

Module 2: Raster/Bitmap Images for 4"x6" Postcards **(100 points)**
      Module 2: Introduction to Adobe Photoshop, Raster, or Bitmap Images
      Module 2: Introduction to Adobe Illustrator, Artwork for Printing Production

Module 3: Vector Images for 4"x6" Postcards **(100 points)**
      Module 3: Introduction to Adobe Illustrator, Vector Images of self-portrait
      Module 3: Select 1-3 Color Self-Portrait Postcards in Adobe Illustrator
      Module 3: Artwork Preparation for Printing 4"x6" Postcards

Module 4: Creative Composited Photographs from a Four-Season Calendar by using Adobe Photoshop **(250 points)**
      Module 4: Creative composited Photographs for the Winter season
      Module 4: Creative composited Photographs for the Spring season
      Module 4: Creative composited Photographs for the Summer season
      Module 4: Creative composited Photographs for the Autumns season
      Module 4: Layout Design by using Adobe InDesign
      Module 4: Arrange images and texts/types in Adobe InDesign
      Module 4: Create a digital mock-up prototype by using Adobe Photoshop for digital presentation.
      Module 4: Print a mock-up prototype of the calendar for presentation

Module 5: 2D/3D Digital Fabrication Technology **(200 points)**
      Module 5: Safety Training
      Module 5: Visit the CVAD Fabrication Lab
      Module 5: Generate artwork for 2D/3D productions in the computer lab
      Module 5: Produce 2D prototypes in the Fabrication Lab
      Module 5: Produce 3D prototypes in the Fabrication Lab

Module 6: Digital Presentation by using Adobe After Effect **(100 points)**
      Module 6: Motion Graphics production
      Module 6: File Preparation and Uploading Motion Graphics on Social Media

Module 7: Digital Tools, Technologies, and Applications for Interactive Media   **(100 points)**
        Module 7: Introduction to Interactive Media
        Module 7: Integrating media for presentation
Module 8: Digital Tools Students Showcase Exhibition   **(200 points)**
        Module 8: Exhibition Preparation
        Module 8: Set up the exhibition
        Module 8: Observation for evaluation
        Module 8: Data collection for evaluation from Social-Media
        Module 8: Learn to use iMovie, a video editing software for digital presentation
        Module 8: Take down the exhibition
        Module 8: Digital report and presentation by using iMovie

Total   **1200 points**

Evaluation and Course Grading:

Students' performance is evaluated based on attendance, participation in class activities, and submission completed assignments on time.

A = 1100-1200 points Excellence
B = 1000-1099 points Good
C = 900-999   points Average
D = 800-899   points Poor
F = 0-799   points Fail

Attendance expectations and consequences (UNT Policy 06.039)

I check my students' attendance at the beginning of the class. If students arrive in class 15 minutes after the class meeting starts, I will mark students as late attendance. Students who arrive 30 minutes after the class starts are marked as absence.

The student is responsible for regular and punctual attendance and is expected to participate in all courses in which the student is enrolled. The student is required to attend and participate in-class activities. If students' attendance and class participation are below 80% of class meeting times, these will impact students' grade.

In case of an illness that will require an absence from class for more than one (1) week, the student should notify me as your instructor through email.

Student absences due to participation in an official university function or activity must be approved in advance by the department chair and the academic dean. For more information, please visit the link below.

https://policy.unt.edu/sites/default/files/06.039_StudAttnandAuthAbsence.Pub2_.19.pdf

Date, time, and place of the final examination

The class meeting dates and times are Mondays and Wednesdays. The 1st section meets between 8:00 am and 10:50 am. The second section meets between 11:00 am and 1:50 pm. Each section has 15 minutes break.

This course is a project-based learning approach. Therefore, all assignments are designed to support students' learning processes and evaluate students' performance both inside and outside the classroom. It is essential that students complete all assignments and submit them on time in order to be evaluated as a mid-term exam and final exam. See more details in the course schedule.

ADA accommodation statement (UNT Policy 16.001)

The University of North Texas (UNT or University) does not discriminate on the basis of disability in admission, treatment, or access to its programs or activities, nor in employment in its programs or activities. The University is committed to providing equal educational access for qualified students with disabilities in accordance with state and federal laws, including the Americans with Disabilities Act of 1990 as Amended, and Section 504 of the Rehabilitation Act of 1973. In addition, the University is committed to making all programs and activities sponsored by UNT accessible, as required by the Texas Accessibility Standards and the Americans with Disabilities Act Accessibility Guidelines. To this end, all academic units are willing to make reasonable and appropriate adjustments to the classroom environment and the teaching, testing, or learning methodologies in order to facilitate equality of educational access for persons with disabilities. The University of North Texas makes reasonable academic accommodations for students with disabilities.

A student has no obligation to inform the University that he or she has a disability; however, if a student desires an accommodation or other disability-related service from the University, the student must identify themselves as having a disability. Students seeking reasonable accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility.

Please read the limitations of the University at this link. https://policy.unt.edu/sites/default/files/16.001%20Disability%20Accommodation%20for%20Students%20and%20Academic%20Units.pdf

Course safety procedures for laboratory courses

Students must complete a safety training of CVAD Fabrication Lab before using equipment in the Fabrication Lab.

Safety Training is available on Canvas. Learn more about the CVAD Fabrication Lab at this link https://itservices.cvad.unt.edu

Emergency notification and procedures

"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 Blackboard for contingency plans for covering course materials."

https://teachingcommons.unt.edu/teaching-handbook/definitions-and-policies/unt-teaching-policies/emergency-notifications-procedures

Academic integrity expectations and consequences (UNT Policy 06.003)

The University of North Texas promotes the integrity of learning and embraces the core values of trust and honesty. Academic integrity is based on educational principles and procedures that protect the rights of all participants in the educational process and validate the legitimacy of degrees awarded by the University. In the investigation and resolution of allegations of student academic dishonesty, the University's actions are intended to be corrective, educationally sound, fundamentally fair, and based on reliable evidence.

https://policy.unt.edu/sites/default/files/06.003.AcadIntegrity.Final_.pdf

Course Schedule: