ART 2020

DIGITAL TOOLS & TECHNOLOGIES FOR CREATIVE PRACTICE

Spring 2021
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Office Hours: Mon/Wed 4:00pm-5:00 pm via Zoom Meeting ID: 290 447 5535 (Please make an appointment through Canvas Inbox Messages.)
Class room location: Art 388
Course Meeting Days/Time: Section 001 8:00am-10:30am, Section 003 5:00-7:50

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. UNT does not tolerate identity-based discrimination, harassment, and retaliation. 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 this link: 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.

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

Course Structure

This course is taught in-person or a face-to-face learning method. ART 2020 Digital Tools and Technologies for Creative Practice is 3 (0,6). Therefore, there is no lecture. This course emphasizes hand-on learning activities and demonstrations. Teaching and learning activities and assignments are designed to help students learn how to use digital tools as well as technologies to create digital arts and have a deeper understanding of creative practice through making. Full attendance and participation in class activities are vital. Students are expected to attend and participate course activities at least 80%. Students are also required to spend 1-2 hours to prepare for class activities and complete assignments. In this course, students will work together as a group under the instructor's supervision to set up the 2nd Digital Tools Student Showcase between **March 28 and April 11, 2021.**

Course Goals

- Students who complete this course successfully will be able to:
- Demonstrate basic knowledge of visual arts, design, and culture using Adobe Creative Cloud applications and other digital tools.
- Demonstrate knowledge of image-making and digital fabrication using open-source/web-based platforms.
- Develop a wider understanding of the use of digital fabrication within art and design practice.
- Produce images and objects for art-making, Digital Tools Showcase, social media and for the creative economy.
- Discuss the history of computing and its applications by artists and designers.
- Work both individually and collaboratively to produce works and projects that ask critical questions about the role of technology within art and design.
- Research and present upon readings based on digital visual culture and creative communities.

Required Texts

1. Kleon,Austin. (2014), *Show Your Work! 10 Ways to Share your Creativity and get Discovered.* New York, NY*:* Workman Publishing.

Link:https://www.amazon.com/Show-Your-Work-Austin-Kleon/dp/076117897X/ref=sr_1_1?dchild=1&keywords=show+your+work&qid=1610258354&s=books&sr=1-1

2. Adobe Creative Cloud Tutorials: All Your Tools, creative cloud for new users.
https://helpx.adobe.com/creative-cloud/tutorials-explore.html
3. 2021: An introduction to techniques, practices, and tools in the Fabrication Labs
https://www.youtube.com/watch?v=-f-NJjZlUts
4. Other PDF readings will be posted to canvas as needed.

Materials and Equipment
Students are required to use tools and technologies in the CVAD computer labs and Fabrication labs.

- **Computer**
  Mac computers are available in the classroom and computer labs.

- **An External hard drive 1TB for Mac computer and Personal Computer (PC) because** students will also use a computer in the CVAD Fabrication Labs.

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

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

- **Software**
  Adobe Creative Cloud applications: 1) Photoshop. 2) Illustrator, 3) InDesign, 4) After Effect, and 5) Media Encoder.

- **Materials needed to complete individual projects (i.e., photos, 2D art to scan).**

- **Selected UNT Online Library Texts**

- **$50 toward fabrication costs**

- **Software** Adobe Creative Cloud applications: 1) Photoshop. 2) Illustrator, 3) InDesign, 4) After Effect, and 5) Media Encoder.

Note: According to the CVAD announcement in January 2022, Adobe Creative Cloud is available to students to purchase at a heavily discounted price. The price of a student subscription through our program is $50 (+$5.55 processing fee). The subscriptions will be valid for the full 2021-2022 Academic Year, through August 31st. On or before August 1st, they will have the option to renew their subscription for the same price for the

2022-2023 Academic year. Further details and the option to purchase a subscription is available here: http://www.unt.edu/adobe. This offer is only available to students.

A subscription to Adobe Creative Cloud allows for on and off-campus use of all of the applications: on UNT or personally-owned laptops, as well as on the remote lab computers.

If a student is currently paying for a subscription through Adobe ($239-$359 per year) but would like to take advantage of the lower cost of a subscription through this program: they are eligible to cancel an existing subscription without an early termination fee or further obligation once they have purchased a subscription through our program. They must contact Adobe Customer Care within fourteen days of purchasing this subscription to inform Adobe of their wish to opt-out of an existing subscription in order to have the early termination fees waived. Adobe will not provide a refund, however – only the months left on the current subscription will be cancelled. We are not able to process the opt-outs on their behalf.   The subscription they would be opting out of is an agreement between the student and Adobe. The subscription through our program would be a new subscription, not an extension of the current subscription.

Adobe Customer Care can be reached by phone at 1-800-833-6687, you may also visit their support website and talk to someone via chat. Please contact the representatives at untadobe@unt.edu if you have any further questions.

IMPORTANT: Occasionally, the artwork or other materials you view in class may contain nudity or violence. These are included for educational purposes are an important part of the larger concepts communicated in this course. 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 Structure

As a studio-based course, students will be expected to prepare for assignments and work during class time. Class time will be split between lectures, workshops and independent studio time. **The class will include critiques, technical demonstrations, and class discussions in preparation and at the completion of course projects.** This course will use readings and video tutorials to introduce technical concepts in

digital imaging processes and may feature out-of-class trips or guest lecturers by visiting artists where students can witness the impact of computer-generated images and objects within creative communities. **Because our course has students with a diverse body of knowledge and skill-level in the art, design, and media, students should expect to revisit course readings and video tutorials both during in-class studio time as well as outside of our class time.** All projects are designed to be implemented in different ways so if a student feels more advanced the student can pursue a project that is a little more ambitious while also considering the time-commitment that will be required to complete the project. Some class sessions will be dedicated to independent studio time for the completion of class projects and/or critique as directed by the instructor. Students should expect to use the [Student Computer Lab](#) in ART 375 (3

rd floor-North Pavilion) for the completion of projects outside of independent studio time in class.

Assignment Breakdown

With each Mini Assignment and Major Assignment we are creating the content for our Digital Tools Showcase. With each assignment you will receive either written or verbal feedback in ways you can improve the work for the Digital Tools Showcase.

Major Course Assignments (order of Major Assignments susceptible to change)

1. **3-D Tinkercad Wearable Object**
   Objective: Work individually using 3D printing processes to develop a wearable extension to one's own body. Students must have one element of their design to be 3-D Printed. Students will be able to manipulate this object in any way they like but it must be wearable and have a purpose.

   Students will submit their prototype presentations, and discussing their intentions with the work they produced in a Sildes/PowerPoint PDF document which will be submitted to this page.

2. **Repeated Pattern**
   Students will design a repeat pattern in Photoshop that is then printed onto fabric or paper. This pattern will be made in Photoshop and digitally sent to www.Spoonflower.com, an online custom fabric and wallpaper printing company. Please note there will be an added course cost to order your fabric or paper.

3. **4 season Calendar**
   Using the theme they have selected and researched, students will make 4 composite/collage images in Photoshop for each of the 4 seasons. These images will be used to design a 4 season Calendar in InDesign.

4. **2D Laser Cut artwork**
   Design a line drawing in Illustrator that can be etched and cut out of two materials combined to create an artwork of your choice. Think of how it will be displayed: will it hang on the wall, be put on a pedestal, suspended by fishing line. There are lots of possibilities. This is a very open ended assignment and your idea must be approved by your instructor ahead of time.
   There are limited materials available-clear acrylic, colored acrylic, thin wood. These materials are a first come first serve basis. All other materials will be up to the student to provide.

5. **"Paper" Doll**
   Using materials and Adobe applications of the students choice they will create a unique "paper" doll based on the research done at UNT Special Collections. This doll will represent a modern myth of the students' creation. Students will be inspired by paper but the doll and its accessories may be made out of any material: acrylic, wood, paper, magnets, vinyl ect.

6. **2nd Digital Tools Student Showcase:** In this course, students will work together as a group under the instructor's supervision to set up the 2nd Digital Tools Student Showcase between March 28 and April 11, 2021. **This show is the culmination of this class. Participation is mandatory.**

7. **Wix Website**
   For this Assignment you will create a Website on Wix. Your website can either be a portfolio for this class, art portfolio, or small business website. Use this time and energy the way it best works for you. Requirements: Use logo and color schemes from previous assignment, page for products or images, page for information about the artist or company, and contains lots of images.

For this semester you are expected to have a budget of $50 for the semester which will be divided amongst your various assignments. Some of which will be test prints. Be prepared to make more than one test print.

The following is an itemized suggested budget for the semester.

Photoshop
UNT Postcard   Mini Assignment $0.60 a print

GIF	Mini Assignment	$0.00
Infographics	Mini Assignment	$0.00
Repeated Pattern	Major Assignment	$15.00-20.00

Illustrator

Self Portrait*	Mini Assignment	$0.00
Showcase Postcard	Mini Assignment	$0.60 a print
Paper Doll	Major Assignment	$10.00 (estimate)

InDesign

Calendar	Major Assignment	$10.00 to print

Digital Fabrication

3D Tinkercad Art	Major Assignment	$0.00
Laser Print	Major Assignment	Cost Varies

Portfolio

Logo	Mini Assignment	$0.00
Business Card	Mini Assignment	$0.00
Wix Website	Major Assignment	$0.00

Studio Coursework

Your major assignments will be where you apply some of the concepts you learn about from the readings, activities, warm ups, and mini assignments. While you will receive parameters for each of your major assignments, you will have significant leeway in how you choose to respond to them. As such, a portion of your grade for each of these assignments will depend on your choice of appropriately challenging subject matter. The remainder of your grade will depend on how well you meet the technical and conceptual challenges you have set out for yourself. You are not expected to be an expert in this class, but you are expected to grow your technical and conceptual abilities over the course of the semester.

Studio Participation

Your studio participation is an extremely important component of the class and a is significant part of your overall grade. Your instructor will give you a participation grades based on your completion of the following expectations: Coming to class meetings on time and with your supplies, being prepared to discuss materials from your online coursework, completing other occasional homework, and actively participating in class discussions, group activities and critique.

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. Risks such as emailing an image of a bear cub to your instructor in an email labeled "bear cub" and not disclosing this to others.

We encourage students to speak to faculty or to 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 and use of the full class period is expected. 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.

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.

COVID-19 Impact on Attendance
While attendance is expected as outlined above, it is important for all of us to be mindful of the health and safety of everyone in our community, especially given concerns about COVID-19. Please contact your instructor if you are unable to attend class because you are ill, or unable to attend class due to COVID-19 including symptoms, potential exposure, pending or positive test results, or if you have been given specific instructions to isolate or quarantine from a health care provider or a local authority. It is important that you communicate with your instructor prior to being absent so they may make a decision about accommodating your request to be excused from class.

If you are experiencing any symptoms of COVID-19 please seek medical attention from the Student Health and Wellness Center (940-565-2333 or askSHWC@unt.edu) or your health care provider PRIOR to coming to campus. UNT also requires you to contact the UNT COVID Hotline at 844-366-5892 or COVID@unt.edu for guidance on actions to take due to symptoms, pending or positive test results, or potential exposure. While attendance is an important part of succeeding in this class, your own health, and those of others in the community, is more important.

Late Work
For your warmup assignments, there will be no late work accepted. Because you turn them in so frequently, missing one will not have an enormous impact on your grade, but it is important to be in the habit of completing them on time.

For your studio assignments, any late work will be subject to a 10% (one letter grade) deduction

per day it is late. This may be waived by your instructor in the case of extreme unforeseen circumstances, but it is your responsibility to communicate with them as soon as possible if something like this occurs.

Extra Credit
There is no guaranteed extra credit in this class.

Course Grading
You are not expected to be an expert in this class, but you are expected to grow your technical and conceptual abilities over the course of the semester. For each assignment, a portion of your grade will depend on your choice of appropriately challenging subject matter. The remainder of your grade will depend on how well you meet the technical and conceptual challenges you have set out for yourself. Prior to each critique, you will be given a rubric that details how your instructor will be grading the project.

The following shows how your final grade will be weighted:

50% Major Assignments
15% Mini Assignments
20% Participation/ Warm ups/Class Attendance
15% Digital Tools Showcase

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)

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.**

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/

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 Compositing

- The Art of Photoshop Compositing
- Illustrator CC 2017 Essential Training
- <u>After Effects CC 2017 Essential Training: Motion Graphics</u>
- Premiere Pro CC 2017 Essential Training: The Basics
- Processing: VIDEO TUTORIALS https://processing.org/tutorials/

<u>List of on campus sites of digital fabrication</u>
-Fab Lab (located in CVAD building)
-The Spark Learning Center (located in Willis Library)
- CVAD Student Computer Lab

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.

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

Disclaimer

The instructor reserves the right to make modifications to the course schedule, assignments, and information throughout the semester.

SCHEDULE (Subject to Change)
WEEK 3 – 1/31
Photoshop Demo, Framed Exercise, Intro to Visual Puns
Repeated Pattern Demo, Visual Puns Work Day
All Assignments submitted to canvas by 11:59 Sunday

WEEK 4 – 2/7
Repeated Pattern Work Day
Introduction to Tinkercad, 3 exercises
All in class assignments submitted to canvas by 11:59 Sunday

WEEK 5– 2/14
TinkerCad and 3-D Printing, Fab Lab training.
Order Fabric IN CLASS
Introduction to Wearables and Prototype Presentation
All in class assignments submitted to canvas by 11:59 Sunday

WEEK 6 – 2/21 Potential tour of Fab Lab/ The Spark
Work Day
Work Day
All in class assignments submitted to canvas by 11:59 Sunday

WEEK 7 – 2/28 (bring a wacom tablet to both classes)
Self portrait, Laser Demo
Work Day
All in class assignments submitted to canvas by 11:59 Sunday

WEEK 8 – 3/7
Postcards/ GIF Demo
GIF Assignment
All in class assignments submitted to canvas by 11:59 Sunday
Order postcards: 4 portrait, 4 Landscape, 1 Self Portrait
###################SPRING BREAK 3/14-3/18################
WEEK 9 – 3/21
3 GIFs Due, Work Day
Work Day
All in class assignments submitted to canvas by 11:59 Sunday

2nd Digital Tools Student Showcase between March 28 and April 11, 2021.

WEEK 10 – 3/28
Show Prep, Install
Show Prep, Install
All in class assignments submitted to canvas by 11:59 Sunday
TBD Based on Above

Note: I reserve the right to change the course schedule, assigned readings, and assignments at will where deemed necessary.