

# ART 2020

# DIGITAL TOOLS & TECHNOLOGIES FOR CREATIVE PRACTICE

Spring 2021

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Office Hours: Tuesday/Thursday 12:00-2:00 via Zoom Meeting ID: 290 447 5535

Class room location: Via zoom Meeting ID: 290 447 5535

Course Meeting Days/Time: Mon/Wed 11:00-1:50

## ***Course Description***

ART 2020 Digital Tools & Technologies for Creative Practice is an introductory course exposing students to the language and application of digital media and resources for art and design practice. The course will introduce 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 will achieve competency in basic contributions to digital image culture through the use of various technology both in application and process.

***Prerequisite (s):*** ART 1440, 1450, 1500 and 1510, or consent of department.

## ***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, 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**

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](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)

PDF texts for readings as assigned

### **Materials and Equipment**

- Adobe Creative Cloud
- Lynda Tutorials (as assigned)
- Processing 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 1 TB or larger that doesn't need to be plugged into the wall would be ideal.
- Headphones or earbuds
- Materials needed to complete individual projects (i.e., photos, 2D art to scan).
- Selected UNT Online Library Texts
- \$20 toward fabrication costs

**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

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

## **Studio Participation**

Your studio participation is an extremely important component of the class and a 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.

## **Studio Coursework**

Your studio assignments will be where you apply some of the concepts you learn about in your online coursework. While you will receive parameters for each of your studio 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.

**The following are descriptions of each assignment:**

### **Assignment 1: Photoshop Essentials**

Students will use Adobe Photoshop to learn the basics of digital photography, image manipulation, selecting, pasting, cropping, filter, etc. Students will critique a collection of 5 digital prints produced using Photoshop, and **submit a one-page paper (500 words)** citing their sources and discussing their intentions with the work they produced.

#### Materials

- Photo editing software (Adobe Photoshop is essential/mandatory and will be demonstrated in class. If you do not have it on your own computer, it is available on computers in the CVAD computer lab)

#### **Assignment 2: Adobe Animate + Animate Essentials**

Students will use Animate to develop basic video & sound importing, exporting, and editing with titles and credits. Students will critique a 2-minute video production with titles and credits, and **submit a one-page paper (500 words)** citing their sources and discussing their intentions with the work they produced.

#### Materials

- Adobe Animate is essential/mandatory and will be demonstrated in class. If you do not have it on your own computer, it is available on computers in the CVAD computer lab)

#### **Assignment 3 : Illustrator Essentials(TBD)**

##### **To Be Determined**

Students will use Adobe Illustrator. Students will **submit a one-page paper (500 words)** citing their sources and discussing their intentions with the work they produced.

#### Materials

- Adobe Illustrator is essential/mandatory and will be demonstrated in class. If you do not have it on your own computer, it is available on computers in the CVAD computer lab)
- \$20 toward fabrication costs

#### **Assignment 4: An Introduction to Digital Fabrication and other Digital Tools**

Students will use the CVAD Digital Fabrication Lab & other campus to explore the use of digital fabrication for making. Students will use Illustrator and other related software to create three (3)

two-dimensional or three-dimensional objects using digital fabrication tools (i.e., CNC routers, laser cutters, 3d printing, etc). Students will critique their projects, and **submit a one-page paper (500 words)** citing their sources and discussing their intentions with the work they produced.

### **Materials**

- Tinkercad <https://www.tinkercad.com/>
- UNT Factory/ Spark Makers Space <https://sparkorders.library.unt.edu/>
- CVAD FAB LAB <https://itservices.cvad.unt.edu/labs/fabricatio>

### **Assignment 5: Portfolio Project**

Students will create a collection of 5 digital prints/designs/objects/moving images that are thematically connected. The project allows students to explore the diverse use of different digital technologies and resources in the making of a body of work. Students will critique their projects and **submit a one-page paper (500 words)** citing their sources and discussing their intentions with the work they produced.

***Note: Major Assignments are not considered turned in or graded until BOTH the documentation and one page paper are submitted to Canvas under Assignments.***

### **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 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](mailto: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](mailto: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 online assignments (modules), there will be no late work accepted. You will have a week (sometimes more) to complete these assignments at your own pace, so make sure you plan ahead and leave yourself enough time to get them done before the deadline. 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***

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 Attendance/Participation** -140 Points

**Discussions/ Mini Assignments /Homework** – 100 Points

**Assignment 1 Project** – 100 Points

**Assignment 2 Project** – 100 Points

**Assignment 3 Project** – 100 Points

**Assignment 4 Project** - 100 Points

**Assignment 5 Project** - 100 Points

**A = 673 -740**

**B = 609 - 672**

**C = 545 - 608**

**D = 481 - 544**

**F = 0 - 480**

### ***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
- GIF creation in Photoshop
- Illustrator CC 2017 Essential Training
- After Effects CC 2017 Essential Training: Motion Graphics
- Premiere Pro CC 2017 Essential Training: The Basics
- Processing: VIDEO TUTORIALS <https://processing.org/tutorials/>

### ***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](http://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.*

## ***Tentative Schedule of Workshops, Readings, and Assignments***

### Week 1: Introduction to Digital Imaging

#### *Unit 1: Photoshop*

**1/11** Monday

Introductions and class expectations

**1/13** Wednesday



Review of Elements and Principles of Art and Design.

Intro to photoshop

**Due Next Class** \*\*\*Assigned Reading(s): Art Synectics (Pages 1-12) by Nicholas Roukes (selected pages available via PDF in files on Canvas)

## Week 2 : Introduction to Basic Adobe Photoshop Tools

**1/18** No Class Monday (MLK Day)

**1/20** Wednesday

Review of Elements and Principles of Art and Design.

Assigned Resources: [LYNDA.com](http://LYNDA.com):

Photoshop CC 2017 Essential Training: The Basics Photoshop

Introduction to Photo Compositing

The Art of Photoshop Compositing

**Due Next Class** \*\*\*Assigned Reading(s): *Emotional Design: Why we love (or Hate) Everyday Things* by Donald Norman (selected pages available via PDF in files on Canvas)

## Week 3: Adobe Photoshop Image Manipulation & Digital Photography

**1/25** Monday

Demos and mini assignments

**1/27** Wednesday

Demos and mini assignments

**Due Next Class** Tentative\*\*\*Assigned Reading(s): "Some trends in computer graphic art," *Computers and Art* by Stuart Mealing (selected pages available via PDF in files on Canvas)

## Week 4: **Due ASSIGNMENT 1 Project, Paper & Critique**

### Unit 2: Introduction to Animate + Animate Essentials

**2/1** Monday

Demos and mini assignments

**2/3** Wednesday

Demos and mini assignments

## Week 5: Introduction to Animate + Animate Essentials

**2/8** Monday

Demos and mini assignments

**2/10** Wednesday

Demos and mini assignments

**Due Next Class**\*\*\*Assigned Reading(s): "Show Your Work", Pages(1-88) by Austin Kleon

Week 6: Independent Studio

**2/15** Monday

Studio Meetings

**2/17** Wednesday

**Due Next Class** \*\*\*Assigned Reading(s): "Show Your Work", Pages(88-199) by Austin Kleon

Studio Meetings cont.

Week 7: **Due Assignment 2 Project, Paper & Critique**

Unit 3: Illustrator

**2/22** Monday

Demos and mini assignments

**2/24** Wednesday

Demos and mini assignments

Week 8: Introduction to Vector-Based Images

**3/1** Monday

Assigned Resources: [LYNDA.com](http://LYNDA.com):

- Illustrator CC 2017 Essential Training

Demos and mini assignments

**3/3** Wednesday

Demos and mini assignments

Week 9: Introduction to Typography (tentative)

**3/8** Monday

Demos and mini assignments

**3/10** Wednesday

Demos and mini assignments

**Week 10: Assignment 3 Project, Paper & Critique**

**Unit 4: An Introduction to Digital Fabrication and other Digital Tools**

**3/ 15** Monday

Demos and mini assignments

**3/17** Wednesday

Demos and mini assignments

**Week 11: Digital Fabrication: CVAD FabLab Demo/ UNT The Factory & Design Works**

**3/22** Monday

Demos and mini assignments

**3/24** Wednesday

Demos and mini assignments

**Week 12: Independent Studio**

**3/29** Monday

Studio Meetings

**3/31** Wednesday

Studio Meetings

**Week 13: Due Assignment 4 Project, Paper & Critique**

**Unit 5: Final Project**

**4/5** Monday

Demos and mini assignments

**4/7** Wednesday

Demos and mini assignments

**Week 14: Independent Studio**

**4/12** Monday

Studio Meetings

**4/15** Wednesday  
Studio Meetings

Week 15: Independent Studio

**4/19** Monday  
Studio Meetings

**4/21** Wednesday  
Studio Meetings

Week 16: Due Final Project Presentations, Paper & Critique

**3/26 Finals week. Everything is due.**

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