⋅⁺°⁺⋅✧☾ TIME and MOVEMENT ☽✧⋅⁺°⁺⋅

ASTU 2701-501
Mon/Wed 11:00a–2:50p
Room: CVAD ART 356
Instructor: Zak Loyd
Email: zachary.loyd@unt.edu
Office Hours: Mon/Wed 10:00a - 11:00a or by appt
Office: 345L

Course Description

Introduction to the fundamentals of ordering information in time through new media platforms and outputs. Sequences of still images, interactivity, modes of filming, and editing sound and moving images. Foundational instruction and exploration of digital tools and workflows, contemporary New Media Artwork, and related concepts.

Class Rhythm

- Mondays – Quick review of previous week's work, introduce new project/theme, show examples, and start tutorial/demo.
- Wednesdays – Continue tutorial/demo if needed, then studio workday.
- Projects are due the following Monday.

Grading

• Weekly Creative Projects & Discussion Posts (10 total) – 70%
• Class participation and in-class exercises – 10%
• Midterm Critique – 10%
• Final Project Proposal, Presentation, and Critique – 10%

Projects

1. Street View Dérive and Digital Materiality – Explore memory and hybridized physical/virtual space by wandering around Google Street View and capturing screenshots. Examine the materiality of the digital image through text edit glitch.
2. Scan, Sample, and Photoshop Textures – Create a layered Photoshop collage using scanned and found/sourced textures to explore the materiality of the digital image.
3. Cartoon Chimera – Use AI image generation tools to produce cartoon fragments and assemble them into strange hybrid creatures.
4. Goopy Loopys – Animate a surreal, drippy collage into a looping sequence in After Effects.
5. Graphic Score & Sound Collage – Draw a graphic score, record environmental/field sounds, and edit them into an audio composition.
6. Greenscreen Music Video – Shoot greenscreen footage and edit a short experimental music video using inversion and chroma key tricks.
7. 3D Models & Animation – Build and animate models in Blender, experimenting with modifiers, repetition, and keyframes.
8. Unity Immersive Environment/Collage – Create an interactive digital environment, sculpture, or collage in Unity that can be walked through.
9. Modulars & Nodes – Experiment with TouchDesigner to build generative visuals using modular, node-based workflows.

Content Disclaimer

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 Outcomes & Objectives

♡ Identify key artists and artwork related to time-based media art
♡ Discover experimental processes using a variety of software and hardware to produce time-based media art
♡ Complete two new time-based media art projects
♡ Assess the creation of time-based media art through feedback and critiques via discussion forums
♡ Critically discuss contemporary time-based themes, practices, and projects

Students will engage with a variety of emerging mediums while considering how concepts are best expressed within those mediums. A larger understanding of one's practice will be considered and how your specific voice contributes to visual culture at large. This is a workshop-oriented class in which students will be given a range of production technologies and techniques for achieving a heightened range of outputs to enrich their intellectual pursuits. Each assignment will build on the previous outcome. Active participants will develop a diverse portfolio.

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) 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 arriving 10 minutes after the beginning of class.
· Critiques missed may not be made up, and grades will reflect the student's failure to participate in the critique discussions.

Required Materials

- External Hard Drive — 1TB preferred
- Flash Drive — 64GB or more
- Pen and notebook (or digital note-taking device)

Required Readings

Readings will be provided electronically by the professor.

Week	Monday	Wednesday
1 Aug 18 / 20	Intro, syllabus, *Freestyle Digital Tool Exploration Speedshow Exhibition 2025*	Streetview Derive and text edit glitch. Assign Project 1: *Street View Dérive and Digital Materiality*
2 Aug 25 / 27	Project 1 due/review. Scanography and Photoshop collage workflow. Assign Project 2: *Scan, Sample, and Photoshop Textures*	Photoshop tutorial + workday
3 Sept 1 / 3	**No Class – Labor Day**	Project 2 due/review. Intro to AI tools (Photoshop generative fill + Diffusion Bee). Assign Project 3: *Cartoon Chimera*
4 Sept 8 / 10	Project 3 due/review. After Effects basics — animation & loops. Assign Project 4: *Goopy Loopys*	After Effects tutorial + workday
5 Sept 15 / 17	Project 4 due/review. Intro to field recording & graphic notation. Assign Project 5: *Graphic Score & Sound Collage*	Audio demo (Audacity/Audition) + workday
6 Sept 22 / 24	Project 5 due/review. Premiere greenscreen & inversion effects. Assign Project 6: *Greenscreen Music Video*	Premiere tutorial + workday
7 Sept 29 / Oct 1	Project 6 due/review. Blender basics — modeling, modifiers, animation. Assign Project 7: *3D Models & Animation*	Blender tutorial + workday
8 Oct 6 / 8	Project 7 due/review. Hardware play in the CAVE (cameras, audio, lighting, projectors, etc.)	Midterm workday (start refining projects for critique)

9 Oct 13 / 15	Midterm workday (refine projects, prep for critique)	Midterm workday (final prep for critique)
10 Oct 20 / 22	**Midterm Critiques** (Group A & B)	**Midterm Critiques** (Group C & D)
11 Oct 27 / 29	Intro to Unity — building interactive 3D environments. Assign Project 8: *Unity Immersive Environment/Collage*	Unity basics tutorial + workday
12 Nov 3 / 5	Project 8 due/review. Intro to TouchDesigner. Assign Project 9: *Modulars & Nodes*	TouchDesigner basics tutorial + workday
13 Nov 10 / 12	Project 9 due/review. Final project briefing + proposal guidelines	Final project proposals due + workday
14 Nov 17 / 19	Final project workday — check-in crits	Final project workday
15 Nov 24 / 26	**No Class – Thanksgiving Break**	**No Class – Thanksgiving Break**
16 Dec 1 / 3	**Final Critiques** (Group A & B)	**Final Critiques** (Group C & D)

General Expectations / Conduct

Take advantage of this time to invest in yourself and the issues that really move you. Make full use of this opportunity to expand and reflect upon your work. This class is first and foremost about your sustained development as an artist. It is necessary that you take yourself and your work seriously. You are expected to assist in maintaining a classroom environment that is conducive to learning for all. The University's expectations for student conduct apply to all instructional forums, including University and electronic classrooms, labs, discussion groups, field trips, etc. The Code of Student Conduct can be found at Deanofstudents.unt.edu.

Communication / Email

My email: zachary.loyd@unt.edu You are expected to read all emails from the class instructor, and you are responsible for knowing the information they contain. Messages might be sent through your my.unt email address or via Canvas. Please check your email and Canvas regularly.

Generative AI Policy: Limited Use

Throughout the semester, you will or may use specific Generative AI (GenAI) tools for certain assignments, with guidance on responsible use.

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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. You can also plagiarize yourself by submitting the same projects in multiple courses. This is unacceptable without professor approval beforehand.

ODA ACCOMMODATION

UNT makes reasonable academic accommodations for students with disabilities. Students seeking accommodations 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.

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.

STUDENT EVALUATION ADMINISTRATION DATES

Student feedback is important and an essential part of participation in this course. The student evaluation of instruction is a requirement for all organized classes at UNT. The

survey will be made available during weeks 13 and 14 [insert administration dates] of the long semesters to provide students with an opportunity to evaluate how this course is taught. Students will receive an email from "UNT SPOT Course Evaluations via IASystem Notification" (no-reply@iasystem.org) with the survey link. Students should look for the email in their UNT email inbox. Simply click on the link and complete the survey. Once students complete the survey they will receive a confirmation email that the survey has been submitted. For additional information, please visit the spot website at www.spot.unt.edu or email spot@unt.edu.

INCOMPLETE GRADES

An Incomplete Grade ("I") is a non-punitive grade given only during the last one-fourth of a term/semester and only if a student (1) is passing the course and (2) has a justifiable and documented reason, beyond the control of the student (such as serious illness or military service), for not completing the work on schedule. In consultation with the instructor, complete a request for an Incomplete Grade. This form can be found on the department website and must be turned in to the department chair prior to the last day of classes (not the exam date). Note: A grade of Incomplete is not automatically assigned to students

SEXUAL DISCRIMINATION, HARASSMENT & 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) have experienced or experienced 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.