

ARTC 201 Introduction to Digital Art
2:30 pm to 4:50 pm Monday / Wednesday
January 7 – May 2, 2008
Room 1026 Fine Arts Center

Instructor: Fred Leighton
Office Hours: 5:00 – 6:30 pm Tuesdays / 9:45 - 11:15 am Wednesdays or by appointment
Office Location: 1028 Fine Arts Center
Class Schedule: Posted outside office
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syllabus | [schedule](#) | [assignments and projects](#) | [readings](#) | [links](#)

Course Description

An introduction to various methods of creating artwork using digital tools including image manipulation, video editing, 3D computer modeling, and web design.
Art history and theory as it pertains to digital art will be explored.

Five studio hours. Prerequisites: ART 102, ART 103, ART 112, may be taken concurrently.

Class lectures will include demonstrations, discussions of readings, theory and artwork, and technical exploration.

Class time will be available exploring software and hardware tools and working on projects; outside work will also be required to complete assigned projects.

Course Objectives

Students will learn to use the computer as a tool for creating artwork.

The conceptualization and creation of artwork is the primary focus; attaining expertise in the operation of the software and hardware used in this class is important in acquiring the necessary skills to create the work.

Students will also be expected to build knowledge in the area of art history and theory as it applies to the course material. Reading and research assignments and class lecture/discussions will be focused on

providing students with pertinent art history and theory to enhance the conceptual development of their work on project assignments.

Skills to be mastered

Students will be expected to demonstrate a level of expertise, through in-class work and assignments, in the following areas:

Digital imaging, compositing, painting, and manipulation with Adobe Photoshop

Time-based art, digital video with Apple iMovie

3D computer modeling with Autodesk Maya

Web Design and creation of web pages using (X)HTML code

Composition, Design, Motion, Time, and 3D Space

Conceptual development of artwork

Art History and theory as it pertains to project assignment goals

Professional presentation of work including a web portfolio

Critiques - discussion and evaluation of peer work

Software

Adobe Photoshop CS3, Apple iMovie, Autodesk Maya, (X)HTML and CSS, Macintosh and Windows NT operating systems.

Text

There is no specific text for the class

Selected readings will be distributed in class, online (and made available in the [LINKS](#) area of the course web pages), or made available at Jerome Library. Any reserve materials (including e-reserve) will be announced by the instructor and instructions on how to access the material will be in the [READINGS](#) area of the course web pages.

Materials

USB Flash Drive and/or DVD-R or CD-R discs for archiving work.

Sketchbook

Online journal at blogger.com

Binder or folder for organizing course hand outs

Instructor will give advance notice of cost, material required for each assignment.

Grading Opportunities

Assigned project grades will include a technical component, conceptual and aesthetic evaluation. Each assignment will clearly state the goals and areas of grading.

Students are expected to complete all assignments, which need to be submitted on the due date. Assignments will not be accepted late. If an assignment is turned in later, the final grade will be reduced by one letter grade for each class it is late.

ANY CLASS MISSED WILL NOT BE REPEATED. IT IS YOUR SOLE RESPONSIBILITY TO CONTACT YOUR CLASS COLLEAGUES FOR MISSED INFORMATION.

Work lost because of computer/software crashes or failure to back up files, will be counted as a zero. Learn to save frequently, and back-up and maintain multiple copies of work constantly distributed across different storage media. These are important habits to develop for your career. No excuses for lost work.

It is the student's responsibility to read and understand the assignment sheets. Ask questions directly or via email if you do not understand an assignment, as soon as possible.

Grading Standards

Letter Grades

A (90-100) - Excellent

B (80-89) - Good

C (70-79) - Average

D (60-69) - Below Average (passing)

F (59 or below) - Failure

Criteria for evaluation of projects:

Quality of work relating to concepts, ideas, aesthetics as well as effective and creative use of tools.

Final Grade will be a combination of project grades and class participation in discussions: the each of the four class projects will be worth 22.5% of the final grade - class participation will be 10% of the final grade.

Attendance Policy

Excused Absence and Late

3 excused absences permitted

Excused absence requires communication with instructor.

Communication with instructor must be in email form prior the class meeting time or by the end of the day of the absence. Absolutely no excused absences will be allowed for communication with instructor after the day of the missed class - unless in writing from student services.

3 late = 1 unexcused absence

Class starts at 11:30 am - arrival after this time is considered late.

Leaving class early without communication with instructor = late

Attendance at critiques is mandatory - failure to attend will result in an unexcused absence and lowering of final grade by 10%.

Unexcused Absence

1 = final grade lowered by 5%

2 = final grade lowered by 10%

3 = final grade lowered by 15%

4 = final grade lowered by 20%

5 = fail course. Dropping course strongly recommended.

Breaks

Breaks will be announced by the instructor. Being excessively late after a break will result in an absence.

Academic Honesty

Please refer BGSU school policy regarding plagiarism and academic honesty.

School Library

The Jerome Library will be a resource for this class. The instructor will direct you to specific resources located at the library for use during the semester.

Rules for Class

Food is not permitted in the classroom

Drinks - aka beverages - are permitted in the classroom - but only if the container has a cap which can be closed to prevent potential spills - open containers of any type of liquid are not permitted in the classroom.

Headphones must be used when listening to audio on the computers. Adjust the volume so that the sound is not bleeding and disrupting fellow students.

Cell phone and beepers should be turned off during class time.

Do not answer cell phone calls or send and receive text messages in class.

No instant messaging during class time.

During studio time, if you are not working on a class project, find work related to the course subject or ask the instructor for guidance.

Keep digital files for class organized on the local space and backed up to storage media. Always have at least two copies of your work at the end of class on separate media to prevent the loss of data if one media fails.

Additional Course Policies

For more information about additional policies such as course fees, course drops and refunds, and a refund schedule, please see your student catalog.

Accommodating Disabilities

Any student who wishes to discuss accommodations on the basis of a disability - please discuss with me after class or during office hours.

The goal of the Disability Services for Students Office is to help provide equal access and reasonable accommodations to BGSU students with disabilities.

Students wishing to discuss their eligibility for such accommodations are encouraged to contact their office at 419.372.8459 (413 South Hall).

Please note

This Syllabus is subject to change during the course – the instructor will notify students of changes.