
ART 281

Computer Arts I

Spring 2017
T/TH 11am – 1pm

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Office Hours: M W TH by appointment

Course Description

Explores the computer as a medium for the creation of works of art. Students create a series of works that investigate different approaches to the medium with the end goal of creating a Computer Arts portfolio. The instructor reviews different software and techniques each semester.

NOTE: The content of this course will change with developments in technology and our access to those technologies.

You are required to work on assignments for at least eight hours outside of class each week.

Student Learning Outcomes

A student who successfully completes this course will be able to:

- Explain and discuss the role of the computer as a medium for creative expression.
- Utilize the computer and software applications in the development of original artworks.
- Engage in critical discourse as it applies to the medium.
- Complete a computer arts portfolio demonstrating an ability to work within the medium, to communicate effectively, and to express visual concepts.

Prerequisites

ART 161 and ART 121 or permission of the Department Chair

Evaluation

To succeed in this course you must work hard throughout the semester, explore new ideas, embrace struggle and problem solve, develop an ability to think critically about the subject and your own work, and actively engage in a creative process of discovery. Periodic critiques throughout the semester will be used to review work in progress.

The following is a basic guide as to the criteria by which the instructor will evaluate your progress, level of involvement, and personal growth in this subject

Materials

- 32 GB USB 2.0-3.0 Flash drive



- grid-lined notebook and pen/pencil for planning animation and other work.



NOTE: Students working in print for their final assignment are required to print and mat their images for presentation.

Textbooks

None required

Resources

Computer Arts Web Site:

art.gcc.mass.edu/art161.html

Disability Services:

Colleen Caffery (C423)
Coordinator of Disability Services
775-1812 or caffery@gcc.mass.edu

throughout the semester:

Development of:

- The technical, craft, and aesthetic elements of the medium.
- Critical thinking and problem-solving skills relative to the subject.
- A personal work ethic pertinent to strengthening standards of production, as demonstrated by: consistent attendance, punctuality, working on assignments between class meetings, on-time completion of work.
- Growth in the understanding of the visual language, issues, and concepts.

Active participation in class discussions and critiques.

Your work will be evaluated using the following criteria:

- Evidence of taking an assignment beyond its basic requirements and taking risks in relation to new concepts, content, techniques, and processes.
- The critical exploration themes and ideas in your notebook.
- The strength of content and the depth of thinking in your work.
- The quantity, quality, completion, and overall strength of work produced throughout the semester as evidenced in your final portfolio.

C – This is the lowest transferrable grade; it indicates that you have passed this course at the four-year college level and that your attendance, punctuality, attentiveness during periods of instruction, participation in class discussions/critiques, ability to work on assignments between class meetings, and final portfolio were *satisfactory*.

B – This is a *good* grade; it differs from a “C” in that it indicates that you worked hard and that extra effort was evidenced by your attendance, punctuality, attentiveness during periods of instruction, participation in class discussions/critiques, ability to work on assignments between class meetings, and final portfolio.

A – Indicates that you went the extra mile, actively engaging in a process of risk-taking, and as a result completed a series of strong works that not only illustrated your learning and growth in this subject but which also set the bar for the rest of the class; your attendance and punctuality, attentiveness during periods of instruction, participation in class discussions/critiques, and ability to work on assignments between class meetings were also exceptional.

If you have goals or concerns regarding your grade you should talk to your instructor before mid-semester.

At mid-semester you will receive a grade of C, D, or F. These grades indicate:

- C – Satisfactory progress
- D – Unsatisfactory progress
- F – Failing the course

Schedule

Subject to change

1: Introduction to Computer Arts

Assignment: If you do not already have one, purchase a Flash drive or portable hard drive, and a grid-lined notebook. You will start to use both next class.

2: 2D animation in Photoshop



3. Working with audio

Assignment: a two to four-minute 2D animation with sound.

4: Simplified 3D character animation



Assignment: a two to three-minute 3D animation with sound.

5: Final projects

Final Critique:

Critique of final projects. Final flash drive portfolio containing all project files must be submitted for grading at this time. Missing work will not receive a grade.

Special Needs

If you have any special learning needs you should confer with the instructor at the beginning of the semester to discuss your particular ways of learning. If you have concerns about a learning disability or other special need, you may wish to make an appointment with the Coordinator of Disability Services, to review the options and aids available to you (see the *Resources* section on the right of page 1).

Teaching Procedures

Instruction is typically in the form of in-class lectures, presentations, demonstrations, guided tutorials, and critique. Demonstrations and tutorials may be supplemented by handouts or by assigned texts. You should note that it is through working on project assignments that the knowledge gained during instructional periods is applied and takes root. Problem solving and critical thinking are integral to the creative process and foster self-learning and independence. The mode of instruction and learning in this course is such that you will be challenged to work independently and arrive at your own solutions to complex problems.

Critique

Includes the presentation, discussion and critique of all assignments. This part of the course examines your ability to present your work and discuss the work of your fellow students. Constructive criticism and the sharing of ideas are an important part of the creative process and you should aim to provide meaningful feedback to the work of other students. There will be several critique dates throughout the semester which will form part of the basis for your final grade.

Attendance and Punctuality

Attendance of taken at the beginning and end of each class meeting. You must attend class, be punctual, and come prepared to work for the duration of each class meeting – leaving class early is as unacceptable as arriving late. If you know you must be absent for a class you must notify the instructor. If you miss a class for any reason you must follow up with your instructor before the next class meeting. Poor attendance, tardiness, and leaving prior to the end of class will have a negative impact on your course work and final grade.

Cellphones

Throughout class meetings you are expected to be attentive and working on assignments and tutorials: Cell phones must be switched off for the duration of class meetings.

Project List

(individual project guidelines will be provided containing further information)

- 2D animation (24 hours)
- 3D animation (24 hours)
- Final open project: an animation or series of other works exploring a theme of your own choice using any of the software we have studied this semester and/or in past semesters. (32 hours)

NOTE #1: the time allocations above refer to a minimum amount of time to be spent working on assignments outside of class meetings. Your instructor will notify you well in advance of all assignment deadlines.

NOTE #2: incomplete assignments will not be awarded a grade.

Significant Academic and Art Department Dates

- **Wednesday February 1:** Last day to add a class and drop with a 100% refund (minus \$20 fee).
- **Friday February 3:** Applications for June graduation due.
- **Tuesday February 2:** Last day to add day and evening classes and to drop/withdraw with a 100% refund.
- **Wednesday February 8:** Last day to drop/withdraw from credit courses with a 75% refund.
- **Monday February 20:** President's Day - no day classes, evening classes meet as scheduled.
- **Friday February 24:** Day classes follow a Monday schedule - a class that only meets on a Friday will not meet on this date. Please confer with your instructor for confirmation.
- **Monday February 27:** Massachusetts College of Art/GCC Transfer Agreement portfolio submission final deadline.
- **Wednesday March 1:** Last day to drop/withdraw from credit courses with no record.
- **Monday March 20 - Friday March 24:** Spring Break - no day or evening classes.
- **Wednesday March 29:** Mid-semester.
- **Thursday April 6:** Advising Day - no classes. Spring registration for current students begins.
- **Wednesday April 12:** Last day to drop/withdraw with a grade of "W."
- **Monday April 17:** Patriot's Day - no day classes, evening classes meet as scheduled.
- **Thursday April 20:** Annual Art Student Exhibit Opening.
- **Monday May 8:** Applications for graduation with distinction due at the department chair's office by 2pm.
- **Thursday May 11:** Last day of evening classes.
- **Monday May 15:** Last day of day classes.
- **Tuesday May 16 – Thursday May 19:** Final exams for day classes.
- **Wednesday May 24:** Art Department cleanup day. All lockers and flat files must be emptied prior to this date. Any lockers/flat files found locked at this time will be opened by force and the contents disposed of. Students enrolled in summer art studio courses may retain their lockers by adhering a note to the front of the locker stating "Summer 2017."

