



Oregon State University

Ecampus

Course Name: Foundations: Computers in Visual Arts

Course Number: ART 121

Credits: 4 Credits

Course Description

An introductory studio art class using computers in the visual arts. Project-based exploration of digital imaging, layout, 3-D rendering, and video. Examination of the impact of digital technology on the visual arts from contemporary and historical perspectives.

Prerequisites: None

Course Expanded Description:

In this visual art studio course, we will explore the computer's use in a fine art context — both for the creation of digital works as well as a conduit for channeling ideas through digital processes resulting in physical works. We will also research and discuss (hopefully inspiring!) artists and ideas related to working with various digital processes. Your assignments will include working with digital photo, digital video, digital audio, 3D rendering, and introduction to page layout to visually communicate expressive concepts.

In order to complete these projects, you will be introduced to the following software: Adobe Photoshop, Adobe Premiere, Adobe InDesign, Google Sketch-up, and Audacity.

Along the way, you will be encouraged to experiment with commercial, open-source and free software, to expand your knowledge of digital tools. You may use other programs, if you are already familiar with that software, but may or may not receive technical assistance. The fundamentals of design principles as they apply to the screen will also be covered in this class.

Class time will involve both lectures and “hands on learning.” Lectures will focus on creative and academic aspects of the role of the computer in a fine art context with an emphasis on understanding the conceptual and aesthetic context of your work within an art historical continuum. Software will be introduced and demonstrated, and time will be provided for art production. Throughout this course, you

will receive technical and conceptual instruction, but you are ultimately responsible for the quality of your work. Additional class time will be spent on critiques, discussions and demonstrations.

This is an entry-level course designed for students with very limited (or no experience) in digital media, but it should be conceptually challenging no matter your technical expertise.

Don't be afraid to take chances and experiment! I'd much rather you take a chance and make a mistake than be safe and boring!

Communication

Please post all course-related questions in the General Discussion Forum so that the whole class may benefit from our conversation. Please email your instructor for matters of a personal nature. The instructor will reply to course-related questions and email within 24-48 hours. I will strive to return your assignments and grades for course activities to you within five days of the due date.

Course Credits

This studio course combines approximately 120 hours of instruction, studio activities, online activities, and assignments for 4 credits.

Technical Assistance

If you experience computer difficulties, need help downloading a browser or plug-in, assistance logging into the course, or if you experience any errors or problems while in your online course, contact the OSU Help Desk for assistance. You can call (541) 737-3474, email osuhelpdesk@oregonstate.edu or visit the [OSU Computer Helpdesk](#) online.

Learning Resources

A subscription to the online professional tutorial service Lynda.com is **REQUIRED**. Therefore, the Art Dept has provided you access to a personal account. Login instructions will be distributed through Canvas.

Required Equipment:

Your lab fee is used to provide you with a 64GB USB storage device and paper for Project 4. Students are responsible for all their equipment loans and hires.

Suggested Equipment:

- **Video Camera:** Video cameras are available for checkout in the library. Alternatively, your Digital SLR probably has a video function. iPhones/iPads or equivalent are frowned upon unless you can convince me of the conceptual underpinnings regarding your camera choice. At the very least, TURN YOUR IPHONE CAMERA HORIZONTALLY!
- **STORAGE** device for your camera – mini DV's or memory disk – at least 32 MB
- **External Hard Drive** at least 250GB, especially if you will continue working digitally.
- **Headphones.** Please provide your own.
- **Sketchbook / Journal.** Please provide your own and bring to every class.

Note* Students must keep a steady supply of hard drive external storage media (Flashdrives, external hard drives). **DO NOT** depend on the machines in the labs, OSU server or other cloud storage alone to save your work unless you like to cry a lot. **PLEASE NOTE: Lost files or technical disasters are not viable excuses for late or incomplete work. Those issues are part of the intrinsic**

nature of working with digital media and should be anticipated in your work practices (unless, of course, you like to cry a lot). Disks are cheap. Your time is not.

Suggested Textbooks:

Digital Art (Third edition) by **Christiane Paul**

Note to prospective students: Please check with the OSU Bookstore for up-to-date information for the term you enroll ([OSU Bookstore Website](#) or 800-595-0357). If you purchase course materials from other sources, be very careful to obtain the correct ISBN.

Canvas

This course will be delivered via Canvas where you will interact with your classmates and with your instructor. Within the course Canvas site you will access the learning materials, such as the syllabus, class discussions, assignments, projects, and quizzes. To preview how an online course works, visit the [Ecampus Course Demo](#). For technical assistance, please visit [Ecampus Technical Help](#).

Mesurable Student Learning Outcomes

Students will create four digital-based projects requiring research, critical engagement, creativity, expression and imagination. Lectures and visual exploration projects will cover contemporary and historical advances in digital art. Students are expected to revisit concepts and lecture content outside of class to thoroughly grasp course concepts and advance personal skills related to working with specific software. With this in mind, the learning outcomes of this course are described in four areas in line with the art department student learning outcomes:

– **Literacy: Demonstrate broad and discipline-specific knowledge of art processes and history.**

- Apply appropriate vocabulary used to articulate the breadth and range of computer-based art from a historical and contemporary art practice.
- Identify diverse cultural contexts through which computer-based art is produced.
- Develop an understanding of the relationship between author, the creative work and the audience.

– **Critical Thinking: Describe and analyze works of visual art critically and relate them to historical and contemporary contexts.**

- Analyze and describe computer-based art using the vocabulary related to fundamentals of design principles as they apply to the fine arts and the screen.

– **Communication: Articulate discipline-specific concepts in writing, orally, and visually.**

- Identify, compare and articulate contemporary computer-based art strategies from examples, readings and your own work in discussion and in writing.
- Articulate intention and intuition and take responsibility for creative choices.

– **Production: Create original art and/or research projects by applying discipline-specific tools, skills, methods, and sources.**

- Acquire skills necessary using the computer as a tool to create conceptually interesting digital-based projects. Tools include: idea generation, time planning, review, storage and manipulation, commitment, failure, revision, and patience.
- Demonstrate through creative fundamental use of Adobe Photoshop to create an image workflow to import, edit, crop, resize, adjust, collage and print your images in a professional manner.
- Demonstrate through creative fundamental use of Adobe Premiere to create a video workflow to

- import, edit, crop, resize, adjust, collage and export your images in a professional manner.
- Demonstrate through creative fundamental use of Adobe InDesign to create a video workflow to place, edit, crop, resize, adjust, collage and print a booklet in a professional manner.
 - Demonstrate through creative fundamental use of 3D CAD software to create a sense of mass, space and place, and animate in order to visually communicate three-dimensional space in a digital platform.
 - Demonstrate through creative work an application of two-dimensional, three-dimensional and screen-based design concepts.

Assignments and Due Dates

4 Major Projects – 75% of Final Grade (weighted equally).

Each project is worth 25 points. Descriptions/Guidelines of Studio Projects are on Canvas.

Project 1 – Culture Jam

Project 2 – Video Remix

Project 3 – Interdimensional Forms

Project 4 – Artist Zine

Homework – 10% of Final Grade and worth 100 points total.

You will be assigned weekly homework. This will typically consist of specific Lynda.com tutorials and discussion posts and responses, but will also include other out-of-class directives. See Canvas for details.

– **Syllabus quiz is worth 30 points.**

– **5 blog posts worth 5 points each.**

– **9 Lynda.com quizzes worth 5 points each**

Technical Demo – 5% of Final Grade and is worth 5 points.

You will demonstrate a technical feature to the class that relates to the current class project. Your choice. Sign up for a date and a technical skill.

Final Portfolio – 10% of Final Grade and is worth 10 points.

All four projects will be submitted as an online digital portfolio together with a written artist statement for each major project. This is an opportunity to revise projects. Put some time and effort into your site!

Projects	–	100 points
Homework	–	100 points
Tech Demo	–	5 points
Final Portfolio	–	10 points
<u>TOTAL</u>	–	<u>215 points</u>

Grades

Will be posted to Canvas

Evaluation of Student Performance:

It is the mission of Oregon State University, and higher education in general, to offer you an opportunity and environment to expand your critical capacity and creative potential. Grades are not entitlement, they are evaluations of growth, development and craftsmanship. It is the **expectation** in this course that you will work hard; **hard work alone does not merit a mark for excellence.**

Grades are assigned using the following departmental standards:

- A** Extraordinary work. Extra effort. Work goes beyond the assignment, pursues concepts and techniques above and beyond what was discussed
- A-** in class. Risk-taking is encouraged.
- B+** Superior work. Extra effort. Student pursues ideas and suggestions
- B** presented in class and goes to extra effort to resolve required
- B-** projects, whether analytical or creative.
- C+** Required work. Required effort. Student demonstrates some ability to
- C** analyze and create using information presented in class.
- C-**
- D+** Poor work. Less than required effort. Student simply repeats information
- D** given in class or produces projects mechanically.
- D-**
- F** Failure to complete the assignments.

The **final course grade** is based on creativity, progress, work ethic, attitude, daily preparation and attendance.

Percentage Breakdown:

- 4 major projects** – 75%
- Homework** – 10%
- Technical Demo** – 5%
- Final Portfolio** – 10%

Final Grade in ART121 – 100%

A comprehensive grading rubric is made available with each major project on Canvas.

Course Content

Detailed Schedule *This schedule is subject to change.

	TUESDAY	THURSDAY
Wk 0 9/21		Introduce the Course, Ourselves, P1, Homework #1 & #2, & Eportfolio
Wk 1	Due: Blog post #1 + Syllabus Quiz on Canvas Lecture: Brief History of Digital Art / No Logo pt 1 (video) Software Tutorial	Due: Lynda Homework Photoshop + Blog post #2 Lecture: No Logo pt 2 (video) Software Tutorial

Wk 2	Due: Lynda Homework Photoshop Lecture: <i>Digital Technologies as a Tool</i> Software Tutorial	Due: Lynda Homework Photoshop Software Tutorial Open Lab – Work Day
Wk 3	<u>Due: PROJECT 1 + Statement</u> Introduce P2 – Video Remix	Due: Lynda Homework Premiere + Blog post #3 Lecture: <i>The Remix</i> Software Tutorial
Wk 4	Due: Lynda Homework Premiere Lecture: <i>Everything's a Remix pt 1</i> (video) Software Tutorial	Due: Lynda Homework Premiere Lecture: <i>Everything's a Remix pt 2</i> (video) Software Tutorial
Wk 5	Due: Lynda Homework Premiere Lecture: <i>Glitch</i> Software Tutorial	Introduce P3 – Interdimensional Forms Lecture: <i>Appropriation</i> Software Tutorial
Wk 6	<u>Due: PROJECT 2 + Statement</u>	Due: Homework Sketchup + Blog post #4 Lecture: <i>Digital Technologies as a Medium</i> Software Tutorial
Wk 7	Due: P3 pt 1 – SketchUp Design Lecture: <i>Homebodies</i> Software Tutorial	Due: Lynda Homework Photoshop GIF Lecture: <i>Themes in Digital Art</i> Software Tutorial
Wk 8	Due: P3 pt 2 – Sculpture Lecture: <i>"WTF?" Text / Zines</i> Introduce P4 – Artist Zine Software Tutorial	Due: Lynda Homework InDesign + Blog post #5 Photo Shoot in classroom Open Lab – Work Day
Wk 9	<u>Due: PROJECT 3 + Statement</u> Due: Lynda Homework InDesign Software Tutorial	*****NO CLASS***** ***THANKSGIVING***
Wk 10	Due: Lynda Homework InDesign Software Tutorial Open Lab – Work Day	Bookbinding presentation Open Lab – Work Day
FINALS	<u>Due: PROJECT 4 + Statement – & FINAL PORTFOLIO</u>	

Course Policies

Assignment Deadlines:

Each assignment has an announced due date. It compounds the problem if you miss class because your project is incomplete. Daily in-class assignments cannot be made up at all.

PLEASE NOTE (read this... then read it again): Your projects should be complete before you walk in the door on due date. These class sessions are reserved exclusively for critique. An evaluation session will not be delayed for any student who has not completed a project.

Last minute panicked technical issues will NOT be addressed, so plan accordingly and use your time wisely.

Project Feedback:

Your work is important and deserves quality constructive feedback. I will give guidance and feedback as you produce and execute your work. If you wish further feedback, please see me during office hours so that you may receive undivided attention. Your hard work deserves that, so please take the initiative and come to office hours.

Zero Tolerance Policy:

As a manufacturer of cultural content, you have an immense responsibility. Racism, sexism, homophobia, and other forms of discrimination are unacceptable. There is no tolerance for words, speech, behavior, actions, or clothing/possessions that insult, diminish, demean, or belittle any individual or group of persons based on race, ethnicity, religion, gender, sexual identity, ability, economic class, national origin, language, or age. This is qualitatively different than a critical engagement with the realities of racism, sexism, etc. We must recognize the line between what is 'discriminatory' and what is a critical engagement with content can be a fuzzy one. If you are uncertain, you **MUST** speak with me. Work submitted for this class that violates this policy will receive a mark of a 'zero.'

Academic freedom, freedom of speech, and freedom of discourse **DO NOT** protect racism or other acts of harassment and forms of discrimination within the Oregon State University educational environment.

Discussion Participation

Students are expected to participate in all graded discussions. While there is great flexibility in online courses, this is not a self-paced course. You will need to participate in our discussions on at least two different days each week, with your first post due no later than Wednesday evening, and your second and third posts due by the end of each week.

Proctored Exams

This course requires that you take exams under the supervision of an approved proctor. Proctoring guidelines and registration for proctored exams are available online through the Ecampus [testing and proctoring website](#). It is important to submit your proctoring request as early as possible to avoid delays.

Makeup Exams

Makeup exams will be given only for missed exams excused in advance by the instructor. Excused absences will not be given for airline reservations, routine illness (colds, flu, stomach aches), or other common ailments. Excused absences will generally not be given after the absence has occurred, except under very unusual circumstances.

Exam Time Limits

Exams in this class are timed; if you exceed the time limit on an exam, you will be assessed a penalty of 10% for every five minute interval beyond the time limit.

Incompletes

Incomplete (I) grades will be granted only in emergency cases (usually only for a death in the family, major illness or injury, or birth of your child), and if the student has turned in 80% of the points possible (in other words, usually everything but the final paper). If you are having any difficulty that might prevent you completing the coursework, please don't wait until the end of the term; let me know right away.

Guidelines for a Productive and Effective Online Classroom

Students are expected to conduct themselves in the course (e.g., on discussion boards, email) in compliance with the university's regulations regarding civility.

Civility is an essential ingredient for academic discourse. All communications for this course should be conducted constructively, civilly, and respectfully. Differences in beliefs, opinions, and approaches are to be expected. In all you say and do for this course, be professional. Please bring any communications you believe to be in violation of this class policy to the attention of your instructor.

Active interaction with peers and your instructor is essential to success in this online course, paying particular attention to the following:

- Unless indicated otherwise, please complete the readings and view other instructional materials for each week before participating in the discussion board.
- Read your posts carefully before submitting them.
- Be respectful of others and their opinions, valuing diversity in backgrounds, abilities, and experiences.
- Challenging the ideas held by others is an integral aspect of critical thinking and the academic process. Please word your responses carefully, and recognize that others are expected to challenge your ideas. A positive atmosphere of healthy debate is encouraged.

Statement Regarding Students with Disabilities

Accommodations for students with disabilities are determined and approved by Disability Access Services (DAS). If you, as a student, believe you are eligible for accommodations but have not obtained approval please contact DAS immediately at 541-737-4098 or at <http://ds.oregonstate.edu>. DAS notifies students and faculty members of approved academic accommodations and coordinates implementation of those accommodations. While not required, students and faculty members are encouraged to discuss details of the implementation of individual accommodations.

Accessibility of Course Materials

All materials used in this course are accessible.

If you require accommodations please contact [Disability Access Services \(DAS\)](#).

Additionally, Canvas, the learning management system through which this course is offered, provides a [vendor statement](#) certifying how the platform is accessible to students with disabilities.

Expectations for Student Conduct

Student conduct is governed by the university's policies, as explained in the [Student Conduct Code](#).

Academic Integrity

Students are expected to comply with all regulations pertaining to academic honesty. For further information, visit [Student Conduct and Community Standards](#), or contact the office of Student Conduct and Mediation at 541-737-3656.

OAR 576-015-0020 (2) Academic or Scholarly Dishonesty:

- a) Academic or Scholarly Dishonesty is defined as an act of deception in which a Student seeks to claim credit for the work or effort of another person, or uses unauthorized materials or fabricated information in any academic work or research, either through the Student's own efforts or the efforts of another.
- b) It includes:
 - i) CHEATING - use or attempted use of unauthorized materials, information or study aids, or an act of deceit by which a Student attempts to misrepresent mastery of academic effort or information. This includes but is not limited to unauthorized copying or collaboration on a test or assignment,

- using prohibited materials and texts, any misuse of an electronic device, or using any deceptive means to gain academic credit.
- ii) **FABRICATION** - falsification or invention of any information including but not limited to falsifying research, inventing or exaggerating data, or listing incorrect or fictitious references.
 - iii) **ASSISTING** - helping another commit an act of academic dishonesty. This includes but is not limited to paying or bribing someone to acquire a test or assignment, changing someone's grades or academic records, taking a test/doing an assignment for someone else by any means, including misuse of an electronic device. It is a violation of Oregon state law to create and offer to sell part or all of an educational assignment to another person (ORS 165.114).
 - iv) **TAMPERING** - altering or interfering with evaluation instruments or documents.
 - v) **PLAGIARISM** - representing the words or ideas of another person or presenting someone else's words, ideas, artistry or data as one's own, or using one's own previously submitted work. Plagiarism includes but is not limited to copying another person's work (including unpublished material) without appropriate referencing, presenting someone else's opinions and theories as one's own, or working jointly on a project and then submitting it as one's own.
- c) Academic Dishonesty cases are handled initially by the academic units, following the process outlined in the University's Academic Dishonesty Report Form, and will also be referred to SCCS for action under these rules.

Conduct in this Online Classroom

Students are expected to conduct themselves in the course (e.g., on discussion boards, email postings) in compliance with the [university's regulations regarding civility](#).

Tutoring

[NetTutor](#) is a leading provider of online tutoring and learner support services fully staffed by experienced, trained and monitored tutors. Students connect to live tutors from any computer that has Internet access. NetTutor provides a virtual whiteboard that allows tutors and students to work on problems in a real time environment. They also have an online writing lab where tutors critique and return essays within 24 to 48 hours. Access NetTutor from within your Canvas class by clicking on the Tools button in your course menu.

OSU Student Evaluation of Teaching

Course evaluation results are extremely important and are used to help me improve this course and the learning experience of future students. Results from the 19 multiple choice questions are tabulated anonymously and go directly to instructors and department heads. Student comments on the open-ended questions are compiled and confidentially forwarded to each instructor, per OSU procedures. The online Student Evaluation of Teaching form will be available toward the end of each term, and you will be sent instructions via ONID by the Office of Academic Programs, Assessment, and Accreditation. You will log in to "Student Online Services" to respond to the online questionnaire. The results on the form are anonymous and are not tabulated until after grades are posted.