

ART F271 Beginning Computer Art

3 Credits

Time: TBA

Instructor: Miho Aoki

Office Hours: TBA

Semester: Spring 2014

Location: Music Room 305

Office: Music Room 306

E-mail: maoki3@alaska.edu

Prerequisite: ART F161 Two-Dimensional Digital Design

Course description: This course introduces the student to basic techniques of computer art. The course covers basic animation, motion graphics, digital painting and digital design.

Required Materials:

- USB drives to backup and transfer files
- Pencils

Other Requirements:

- Blackboard access
- Please check your alaska.edu e-mail everyday (class announcements will be sent to your alaska.edu e-mail address from Blackboard)

Course Goals:

Goals of this course are:

- exposure to basic techniques of two dimensional digital art media, including animation, motion graphics, digital painting and digital design, using Adobe Creative Suite software
- exposure to well-known artists and their work in the field of digital art
- The ultimate goal of this course is not simply to learn the Adobe Creative Suite software packages, but to apply newly-

Students must save and backup files. Do not store your projects only on the lab computers. Please save often and backup your files.

Attendance:

If you miss more than 4 days of scheduled class or lab time, your final grade will be reduced by one full letter grade (i.e. from A to B). If you miss more than 6 days of scheduled class or lab time, you will receive an F for your final grade.

Grading Opportunities:

Assignment 1: Typography Art Creating text-based imagery	worth 20% of grade for course
Assignment 2: Basic Animation Creating frame by frame animation	worth 20% of grade for course
Assignment 3: Motion Graphics Creating basic motion graphics with moving imagery	worth 20% of grade for course
Final Project: Open project	worth 20% of grade for course
Participation in class discussions and critiques	worth 20% of grade for course

Grade Scale:

A : 3.7 to 4.0	A- : 3.5 to 3.69	B+ : 3.2 to 3.49
B : 2.8 to 3.19	B- : 2.8 to 2.79	C+ : 2.2 to 2.49
C : 1.8 to 2.19	C- : 1.5 to 1.79	D+ : 1.2 to 1.49
D : 0.8 to 1.19	F: less than 0.8	

**Project Grading Standard in relationship to Grade Scale above
(used for Assignments 1, 2, 3, and Final Project):**

4 points

Work is original, unique, ambitious and outstanding in concept, design and execution. Risk taking and experiment are essential. Execution of work is considered excellent and shows understanding and experimentation with materials and techniques. All work must be finished on time and presented clearly and attractively. Technical challenges must be actively tackled and overcome.

Work is poorly presented or unfinished.
Work is not innovative, creative or showing self-motivation.
Technical skills are not mastered.

0 points

The student did not hand in work.
Work does not address the criteria of the assignment.
Work fails to meet the minimum requirements of the Professor in quality or quantity.

Participation Grading Standard in relationship to Grade Scale above:

4 points

Student is alert, focused, thoughtful, and responsive during class discussion and critiques.
Student makes frequent supportive critical statements regarding classmates' work during critiques.
Student enriches the classroom experience by demonstrating that s/he has done all required homework and research.

3 points

Student is thoughtful and responsive during class discussion and critiques.
Student makes few supportive critical statements regarding classmates' work during critiques.

Atomic Learning

<https://atomic.alaska.edu/>

Disabilities Services:

The Office of Disability Services implements the Americans with Disabilities Act (ADA), and ensures that UAF students have equal access to the campus and course materials. We will work with the Office of Disabilities Services (208 WHITAKER BLDG, 474-5655) to provide reasonable accommodation to students with disabilities.

Course Schedule:

Week 1: Introduction

Week 2:

Text and Imagery

Typography Basics

Week 3:

Studio time for Assignment 1

Assignment 1 Due, Critique

Week 4:

Basic animation techniques

Studio time

Week 5:

Various animation techniques

Studio time, preparation for Assignment 2

Week 6:

Editing animation

Studio time for Assignment 2

Week 7:

Studio time for Assignment 2

Presentation of Assignment 2

Week 8:

Moving imagery, using video for art

Basic Motion Graphics

Week 9:

Previsualization

Type and video

Week 10:
Effects for video
Colors for video

Week 11:
Studio time for Assignment 3

Week 12:
Assignment 3 studio time
Assignment 3 Due, Critique

Week 13:
Final Project proposal due

Week 14:
Final Project Studio time

Week 15:
Final Project Work in Progress Check
Final Project Studio Time and

Finals Week: Final Project Presentation