

Syllabus for Art 122 - Studio Technology Foundations - Fall 2022

Class Number: 8705

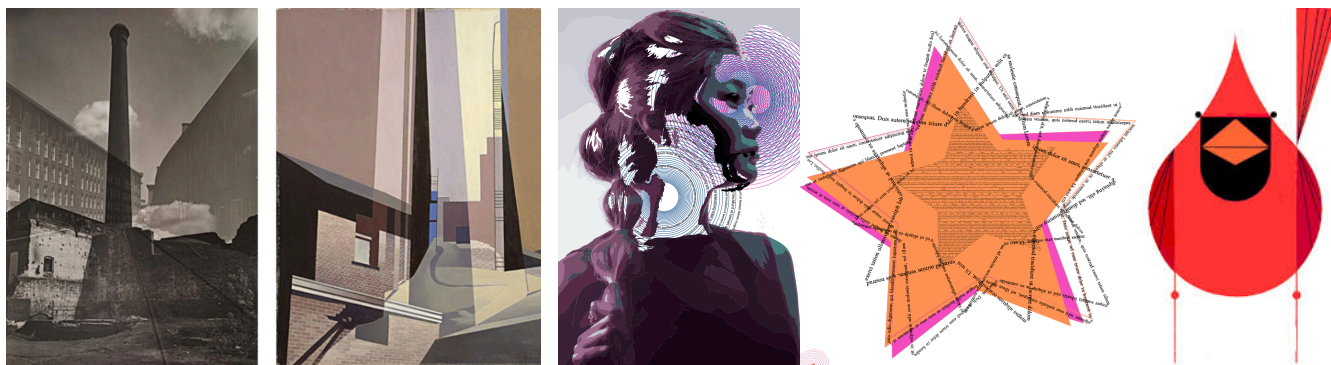
Credits: 3

Class meeting time: Monday & Wednesday, 3:00-5:15, Renaissance Hall room 310

Instructors: Meghan Duda, MFA and Aaron Yang

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Office hours: Monday/Wednesday 12:30-2:30, Renaissance Hall room 324H [in-person or virtual]



BULLETIN DESCRIPTION:

Studio Technology Foundations is an introductory-level course in the Department of Visual Art. Lectures, demonstrations, and class assignments offer students an introduction to core technologies in the visual arts and equip students with a working knowledge of their respective operations and applications.

The course will introduce applications within the Adobe Creative Cloud including Photoshop, Illustrator, After Effects, Premier Pro, and Portfolio. Additional topics include: inkjet and 3D printing, scanning, laser cutting, establishing an online gallery of work, file types, preparing digital files, saving and storing media, and developing a digital archive.

OBJECTIVES:

Upon completion of this course students will have/be able to:

- Basic familiarity with core design software in the Adobe Creative Cloud.
- Basic familiarity with core design output technologies and their applications.
- Identify the aesthetic implications of using a given studio technology
- Use studio technology to generate a creative solution to a design problem
- Establish a professional profile through internet-based gallery of studio art work
- Develop a workflow for determining appropriate file type and program for specific design applications

COURSE METHODS AND COMMUNICATION:

Methods of instruction include in-person lectures, video tutorials and demonstrations, group discussions, critiques, and personal student conferences. Exercises and projects will be assigned weekly and critiqued in seven different sessions throughout the semester. All course material will be delivered and submitted using Blackboard and Google Drive as appropriate. The primary method by which course related content will be communicated is during class. Any reminders or notifications of changes will be communicated through NDSU email and on the Blackboard announcement page. Your NDSU email address is the official route for information.

SEMESTER TIMELINE:

MODULE 1.

WEEKS ONE - SIX

PHOTOSHOP [PS]

The semester begins with an introduction to the digital workspace, including entering the Creative Cloud and a warm-up exercise to familiarize participants with **Adobe Bridge** [Br] and **Adobe Camera Raw**. Instruction will then dive into **Adobe Photoshop** [Ps] with a series of in-class exercises and projects geared to give participants a grasp of the ins and outs of Photoshop. An introduction to inkjet printing will happen at this time. There are two exercises and two projects in this section.

MODULE 2.

WEEKS SEVEN - TWELVE

ILLUSTRATOR [AI]

Section two brings an introduction to **Adobe Illustrator** [Ai] the vector based design tool in the Adobe Creative Suite. Participants will again complete two in-class exercises and two projects to develop skills in AI. In this section participants will come to understand the main differences between Photoshop and AI and when is best to choose each one. Participants will be introduced to the laser cutter and 3D printing output tools.

MODULE 3.

WEEKS TEN + ELEVEN

DIGITAL OUTPUT

The third section brings an opportunity to explore some of the digital output apps in the Creative Suite, including **Adobe Spark** [Sp] and **Adobe Portfolio** [Pf]. Although this is a quick introduction, these tools will be used to create an inspirational artist presentation and a personal website to display your portfolio. Artist presentations will happen in week thirteen and the final portfolio will be due as part of the final at the end of the semester. There will be opportunities for review of the portfolio in the weeks leading up to the final.

MODULE 4

WEEKS TWELVE - FIFTEEN

AFTER EFFECTS [AE] AND PREMIERE [PR]

Aspects of time and space will be addressed in this five week section of the course. Participants will be introduced to **Adobe After Effects** [Ae], the Creative Suite's tool for motion graphics, and **Adobe Premier Pro** [Pr], the application for professional video editing. Each program introduction will be followed by an exercise to familiarize yourself with the platform.

FINAL

WEEK SIXTEEN

ILLUSTRATE AND ANIMATE + PORTFOLIO

For the last project of the semester participants will create a digital animation to reference the work of their inspirational artist. This will be due the last full day of class. In addition, participants will turn in their final Adobe Portfolio website displaying all work created throughout the semester. This will be due during the final exam meeting time.

COURSE EXPECTATIONS AND DEADLINES:

In-class exercises for the semester will serve as introductions to concepts and techniques within each Adobe platform. Expectations for the exercises will be explained at the beginning of the exercise and will be completed in class. Course participants will complete four platform based projects and one final project throughout the semester. Assignment prompts will be delivered when the project is presented.

Introduction and Pinup Days are listed below. A full semester calendar is posted on Blackboard.

PHOTOSHOP [PS]

[PS] EXERCISE 1 + 2 - INTRODUCTION	AUGUST 31 + SEPTEMBER 7
DIGITAL PRINTING DEMONSTRATION	SEPTEMBER 12
PINUP FOR [PS] EXERCISE 1 + 2	SEPTEMBER 14
[PS] PROJECT ONE + TWO - INTRODUCTION	SEPTEMBER 14 + 19
PINUP [PS] PROJECT ONE + TWO	SEPTEMBER 28

ILLUSTRATOR [AI]

[AI] EXERCISE 1 + 2 - INTRODUCTION	OCTOBER 3 + 5
PINUP FOR [AI] EXERCISE 1 + 2	OCTOBER 12
[AI] PROJECT ONE + TWO - INTRODUCTION	OCTOBER 17 + 19
LASER CUTTING / 3D PRINTING DAYS	OCTOBER 26 + 31, NOVEMBER 2
PINUP [AI] PROJECT ONE + TWO	NOVEMBER 7

DIGITAL OUTPUT

ADOBE SPARK + ADOBE PORTFOLIO - INTRODUCTION	OCTOBER 24 + 31
ARTIST PRESENTATION DAYS	Nov 14 , 21, 28 + DEC 5
PORTFOLIO FEEDBACK DAYS	Nov 21 + 28
COMPLETED ADOBE PORTFOLIO PAGE	DEC 12 @ 10:30AM *FINAL

AFTER EFFECTS [AE] + PREMIERE [PR]

[AE] EXERCISE - INTRODUCTION	NOVEMBER 9
[PR] EXERCISE - INTRODUCTION	NOVEMBER 16
PINUP FOR [AE] EXERCISE + [PR] EXERCISE	NOVEMBER 23
FINAL PROJECT - INTRODUCTION	NOVEMBER 14
PINUP FOR FINAL PROJECT	DECEMBER 7

PARTICIPATION.

According to NDSU Policy 333 (www.ndsu.edu/fileadmin/policy/333.pdf), attendance in classes is expected, however if you must miss a class for any reason, you do not need to clear it with me. Please keep in mind that all exercises are assigned verbally, and it is difficult for me to repeat in-class demonstrations. Missing a class might result in missing an assignment. Lectures and demonstrations will not be repeated. You are responsible for recovering information and making up work missed during absences. If you are absent for a critique it is your responsibility to contact the instructor to arrange a time to present the work. Course participants will be enrolled in a group Slack page administered by the instructor. This is an excellent place to share ideas and inspiration, connect with colleagues enrolled in the course, and reach out for any questions that come up outside of class time. You will be enrolled with your NDSU email address.

EVALUATION:

This semester we will explore a pedagogical theory known as 'Ungrading'. Over the years I have come to realize that grades do not motivate intrinsic learning, and I have found that course participants enjoy learning and absorb the material better when grades are not involved. As an instructor, it is my goal to inspire and encourage course participants to learn through their own motivation, as this is how you will operate once you leave the bubble of higher education.

Therefore, I will not assign any grades throughout the semester. Instead I will focus my energy on creating exciting activities and offering constructive verbal and written feedback frequently throughout the course of the semester. All written feedback will be in response to periodic self-assessments of your own work as you submit it for review. This will be further explained as the assignments are delivered throughout the semester.

I am required by the university to post final grades, and this will happen, but the determination of the final course grade will be made collaboratively, between me and each individual course participant at the conclusion of the semester. The level of personal achievement and growth, and the criteria on which the decision is based, will be determined individually.

It may help to have a sense of how I might consider approaching a final grade and what each letter grade might mean:

- I consistently did what the course asked of me, and I did it well and for this I earn a B
- I generally did what the course asked of me and for this I earn a C
- I did much of what the course asked of me and for this I earn a D
- I did little or none of what the course asked of me and for this I earn an F
- I committed myself to the course and I pushed myself beyond my comfort zone, I exceeded my own usual practices or standards and I grew as an artist and for this I earn an A.

My goal is to create a learning environment that inspires you to be creative, to push yourself to explore new ideas and creative possibilities, and know without a doubt that you earned an "A". By fully participating in all the exercises and pinup conversations I am confident that each student will be able to demonstrate full competence in all course expectations and earn the highest mark.

I am committed to helping you find the path through this course that best fits with your own educational goals. Everyone learns and grows in their own way! With this in mind, work will not have a specific due date, and can be worked on at your own pace. The dates described in the syllabus reflect a course flow that we will follow to stay on track. Please know that the course is designed to flow from one exercise to the next, and following this flow will give you the best possible path to success in this class.

I fully realize that I'm asking something unusual of you, but in my experience students have found this approach very freeing! If you have any questions, please feel free to share them with me.

REQUIRED STUDENT RESOURCES:

There is no required text for this course, but students are expected to consult physical texts in all individual research endeavors. For program specific reference, we will use Adobe's tutorial system. All necessary tutorials will be listed on Blackboard with each assignment.

The main requirements for the course are the materials used for making digital compositions. You can find a complete list of items below. For your convenience the NDSU Bookstore some of the items on the list, indicated with an asterisk.

SUPPLY LIST.

QUANTITY	ITEM
1	PERSONAL LAPTOP COMPUTER
1	ADOBE CREATIVE CLOUD SUBSCRIPTION
1	EXTERNAL HARD DRIVE + PORTABLE JUMP DRIVE [RECOMMENDED]
1	* MOAB EXHIBITION LUSTER 8.5" x 11" [50 SHEETS]
1	* ITOYA ART PORTFOLIO 24 SLEEVES 9"x12"
1	* 1 EPSON INK CARTRIDGE [PURCHASE THROUGH ART SUPPLY DESK AT THE NDSU BOOKSTORE]

DIGITAL LAB MAINTENANCE:

The cleanliness and organization of the digital studio is everyone's responsibility. You will dedicate the final five minutes of class to cleaning your space and the surrounding work area. Also, there will be no food allowed in the digital lab, and all drinks must remain in quarantine by the sink when you enter.

ACADEMIC HONESTY:

All artists are inspired by works created by other artists, contemporary and historical. These influences will be recognizable and will help in your own development as an artist. These influences are an important part of your learning process, however copying the work of another artist without acknowledgement and attempting to claim it as your own is plagiarism and is not acceptable.

The academic community is operated on the basis of honesty, integrity, and fair play. NDSU Policy 335: Code of Academic Responsibility and Conduct applies to cases in which cheating, plagiarism, or other academic misconduct have occurred in an instructional context. Students found guilty of academic misconduct are subject to penalties, up to and possibly including suspension and/or expulsion. Student academic misconduct records are maintained by the Office of Registration and Records. Informational resources about academic honesty for students and instructional staff members can be found at www.ndsu.edu/academichonesty.

AMERICANS WITH DISABILITIES ACT FOR STUDENTS WITH SPECIAL NEEDS:

Any students with disabilities or other special needs, who need special accommodations in this course are invited to share these concerns or requests with the instructor and contact the Disability Services Office as soon as possible.

SAFE ZONE

Safe Zone, a program designed to educate the NDSU community about sexual orientation and gender identity/expression issues, create a visible network of Allies to provide support to the NDSU lesbian, gay, bisexual, transgender, queer, and questioning (LGBTQ) community, and provide accurate information about sexual orientation and gender identity/expression diversity, issues, and resources to reduce homophobia, transphobia, and heterosexism—creating a safer, more civil community. If you have questions about Safe Zone or want to participate in a training session, please visit [LGBTQ+ Programs](#).

DIVERSITY AND INCLUSION

In this classroom, we affirm Black Lives Matter and everyone has the right to feel safe. Racist, misogynistic, queerphobic, and other bigoted language will not be tolerated.