MSU - Intro to Computing Art –Fall 2018   student work: Mandy Schemmel
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Office Hours: TBD or by appointment (please e-mail in advance)

"When the entire process becomes a prescribed ritual that does not allow for spontaneous variations and reactions, the vitality of the medium and our relation to it suffers."
– Jerry Uelsmann

COURSE DESCRIPTION
Intro to computing art is a part of MSU's foundation course series where students are first introduced to digital software to create art built upon previous traditional studies involving the basic elements of design (line, shape, form, color, value, texture, and space).

Projects and exercises will make use of representational, abstract, and non-objective modes of art production to introduce core design concepts while learning introductory skills in digital software, primarily in the Adobe Creative Suite. While the central focus of this course is geared towards inducting the beginner to a core skill set from which to grow, the secondary aim of the course is to explore, research, and investigate the possibilities that digital media presents to us.

Parallel to the technical aspects of art production, many projects will highlight specific artists and movements that are related to the concept or thematic underpinning of the project at hand to develop a greater understanding of the work in a larger context.

OBJECTIVES
+ Gain the ability to effectively communicate your ideas within the digital formats covered in class.
+ Understand the fluid relationship between digital and traditional methods of production.
+ Comprehend the visual world through the core elements and principles of design.
+ Explore our relationship with images in contemporary terms.
+ Connect the Formal Elements of art creation to their Contextual

METHODS OF EVALUATION AND STANDARDS OF ACHIEVMENT
A typical day in class consists of introducing new concepts, follow-along demonstrations, and working on in-class exercises related to these concepts. There are daily exercises and/or in-progress files that you upload to Google Drive for a grade(typically between 10-20 points each). These add up, so the work that you do as practice ends up being just as important as your larger projects that are typically worth 100 points. We critique large projects at the beginning of the week so you have the weekend to complete pieces.

Critiques are the equivalent to a test which means that your project is completed to the standards outlined in class and on the worksheet given to you. Additionally, your participation in critiquing others is a test of your knowledge of concepts that we discuss. It is your responsibility to have your work completed on time, backed up, and uploaded to our prescribed Google Drive Folder before class begins. If you miss a critique it is the equivalent to missing a test and your grade is negatively effected by losing a letter grade for lack of crit participation in addition to a late penalty on top of that.

Concerning participation - your class participation is graded upon an amalgam of your attendance (including tardies), preparedness in-class, participation in critiques/class discussions, engagement with concepts and material, and time/effort put into course-work. Students must work diligently during and outside of class time (expect to spend at least 6 hours a week outside of class working on homework and finishing classwork).

CLASS POLICY
·No cell phones or headphones of any kind during class time
·No text messaging.
·No food in class.
·Have all materials at every class.
·Be ready to work at the start of each class.
·Have a good work ethic, attitude, and display effort.
·Be willing to experiment and take risks.
·Participate in critiques.
·Show respect for classmates, instructor.
·Clean up the studio at end of class.

MATERIALS LIST
- ◆ Personal Laptop capable of running contemporary software (for graphic design majors a Mac is highly encouraged)
- ◆ Google Drive account (linked to your Mississippi State e-mail address)
- ◆ Wired or Wireless Mouse
- ◆ Adobe Creative Suite: Student Version (purchase this with your Msstate e-mail address to get a discounted price)
- ◆ AdBlocker (Free)
- ◆ Google Sketchup (free)
- ◆ Autodesk Maya 3d (free student trial)
- ◆ Blender (free)
- ◆ Sculptris (free)
- ◆ Drawing Pad (Optional)
- ◆ Other software may be required as the semester progresses

ATTENDANCE
Attendance is crucial. This is a ~3-hour long studio class, which means the lessons are taught orally or demonstrated in class, not from a textbook. We'll move through a lot of information quickly and missing a day places you significantly behind the rest of your class-mates.

At the beginning of each class, I record attendance. If you are not present by the time I record your attendance you are considered absent. However, if you are late I count you as tardy. ***3 tardies equal 1 absence**

Each semester, you are allotted 2 unexcused absences. Each subsequent absence after 2 reduces your final grade by 5%. For example, if your final grade for the semester is an 80% B-, and you have three unexcused absences, your final grade will be a 75% C. If you have four unexcused absences, your grade will be lowered to a 70% C-, and so on. ***6 total unexcused absences is an unconditional failure of the course.**

For an absence to be considered excused the student must provide satisfactory evidence to the instructor to substantiate the reason for absence (doctor's notes,obituaries, etc). The student is also responsible for making arrangements that are satisfactory to the instructor in regard to work missed. These arrangements should be made prior to the absence when possible. The reasons absences are considered excused are the following: Participation in an authorized university activity, a death or major illness in a student's immediate family, or a religious holy day

**Additionally, a student with perfect attendance and no tardiness will receive an additional half letter grade to his/her final grade. For example an 85% B turns into a 90% A-.

If you have a medical condition that will affect either your attendance or performance please see me after class.

MISSING/LATE WORK
Late work is deducted -10% for the first offense, -20% for the second, -30% for the third, and so on (unless you have sufficient excused absence documentation that prevents you from being able to make the project deadline). Late work must also be given to me in a timely manner, otherwise it is counted as a zero. In addition, you must e-mail me with all project information, dates turned in, location, etc. so I have accurate documentation in writing and we're all on the same page. Computer crashes, broken internet connections, lost files, etc are not excuses for work being late.

MISSISSIPPI STATE STUDENT HONOR CODE
Mississippi State has an approved Honor Code that applies to all students. The code is as follows: "As a Mississippi State University student, I will conduct myself with honor and integrity at all times. I will not lie, cheat, or steal, nor will I accept the actions of those who do." Upon accepting admission to Mississippi State University, a student immediately assumes a commitment to uphold the Honor Code, to accept responsibility for learning, and to follow the philosophy and rules of the Honor Code. Student will be required to state their commitment on examinations, research papers, and other academic work. Ignorance of the rules does not exclude any member of the MSU community from the requirements or the processes of the Honor Code. For additional information, please visit: http://honorcode.msstate.edu/policy.

**Title IX
MSU is committed to complying with Title IX, a federal law that prohibits discrimination, including violence and harassment, based on sex. This means that MSU's educational programs and activities must be free from sex discrimination, sexual harassment, and other forms of sexual misconduct. If you or someone you know has experienced sex discrimination, sexual violence and/or harassment by any member of the University community, you are encouraged to report the conduct to MSU's Director of Title IX/EEO Programs at 325-8124 or by e-mail to titleix@msstate.edu. Additional resources are available at http://www.msstate.edu/web/security/title9-12.pdf, or at http://students.msstate.edu/sexualmisconduct/ .

Support Services
Students who need academic accommodations based on a disability should visit the Office of Student Support Services, 01 Montgomery Hall, call 662-325-3335, or visit the website at www.sss.msstate.edu.

Campus Resources
*indicates a required area under AOP 13.03 – Faculty Responsibilities in Instruction and Curriculum.
This policy also requires that the syllabus be available on the first day of classes and there will be no variation.
**statement required by General Counsel, effective Jan. 8, 2015.

Week 1: Syllabus read-through, personal introductions, download programs, Adobe Illustrator Introduction

Week 2: Abstract Studies using shape and pen tools / *Project 1: Abstract Typography Designs: Serif and Sans Serif* using Illustrator

Week 3: Old master studies / Simplified shape/color illustrations of personal objects (artist inspiration: Ken Kewley)

Week 4: *Project 2: Low-Polygonal Illustrations* using Illustrator – Computer Lab Printing Demonstration

Week 5: Photoshop Introduction: Editing photos / Re-touching photos exercises / Animal Hybrid Exercises

Week 6: Digital Dadaism scanned magazine collage exercises (artist inspiration Hannah Hoch)/ *Project 3 pt. 1: Believable Surreal Imagery (artist inspirtation: Jerry Uelsmann)*

Week 7: Continued work on surreal image pt. 1 / Introduce *Project 3 pt. 2: Multiple Figure Composite Photo (artist inspiration: Julie Blackmon http://www.julieblackmon.com/portfolio.cfm?nK=6953&nS=0&pn=0#image-22)*

Week 8: Continued work on *Project 3 pt. 2*

Week 9: Introduce coloring monochromatic images / *Project 4: Black and White to Color Editing* using Photoshop and The Library of Congress Photo Collection

Week 10: Continued work on *Project 4*

Week 11: Adobe Animate Introduction / Terry Gilliam Inspired Exercises

Week 12: *Project 5: Pop-culture Inspired Animations* OR Daily *Ritual/Routine Animations brought to life*

Week 13: Continued Work on Project 5

Week 14: Introduce Adobe InDesign / *Final Projects Illustrating a Poem in Photoshop/Illustrator* and arranging text and images in InDesign

Week 15: Continued work on Final

The schedule is always subject to change.