

ART 3163: Intro New Media & Experimental Animation

Fall 2015

Pre-requisite: NA

Instructor: Carmen Tiffany

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Art and Art History Department

Office: Art Studio 110

Hours: By appointment only.

Course Description

An introduction to the basic practices of new media with emphasis on fundamental strategies for making experiments in animation, installation and sound art. This includes working with narrative and non-narrative works, planning of action and sequencing of images, visual/audio relationships well as the surprise of experimental approaches. Students will learn video editing animation techniques in conjunction with basic operations for developing imagery through time. Students will be exposed to innovative work and will be required to read relevant readings. Class critiques address technical, conceptual, aesthetic and poetic concerns.

Course Objectives

- *Demonstrate an understanding of computer animation.
- *Produce conceptually interesting and formally compelling artwork.
- *Relate traditional mediums and technology to computer animation.
- *Develop an awareness of artist working in the field.
- *Explain the purpose and significance of the chosen topic.
- *Understand the social, conceptual, and aesthetic concerns of animation.
- *Develop a heightened sense of individual, social and cultural awareness.

Learning Outcomes

- *Acquire the basic skills and understanding of computer animation.
- *Students demonstrate an understanding of tools and techniques used to create computer animation
- *Students gain ability to articulate image manipulation through class exercises and large projects.
- *Explore exhibition possibilities, gallery installation, or web-based projects.

Requirements:

- General knowledge and ability to navigate computer's operating system.
- Software (Provided in Lab): Adobe Photoshop, After Effects, Dragonframe

Procedures

Through art making, readings, lectures, demonstrations, discussions, critiques and sketchbook assignments students will explore uses of image manipulation and digital drawing for art creation. Drawing, writing, and use of digital applications for animation production will be required during this course.

Standards for Grading

Your performance and assignments will be graded upon evaluation in regards to the following questions:

- Does your work reflect significant studio time and evidence of labor?
- Are your assignments evident of the energy necessary to produce your best work?
- Did you work at the highest level of maturity, discipline and motivation?

- Did you complete all parts of your assignments by the due dates?
- Does your work show that you have fully comprehended and incorporated the material covered in class?
- Did you fully participate in class discussions?
- Have you missed enough class assignments/discussions to affect your grade?

Your goals in this class: (Criteria on which you will be judged)

- * Challenge yourself and work hard.
- * Set your expectations high. If you do not challenge your ability to create work you will weaken potential for finished work. There is nothing negative about working hard and reaching personal goals. Participate in online dialogue with the instructor and classmates about your assignments. This will enable you to acquire and articulate critical reasoning in regards to your own work and your peers work.
- * Think outside of what is given to you. You will be given assignments with parameters in order achieve technical goals and have a basic understanding of conceptual reasoning. Do not think of these parameters as inhibitors. In the grand scheme of things the parameters are small and can potentially give much creative freedom if students push themselves to do so.
- *Students will be allotted access to our Digital Hub if they are enrolled in this course

Digital Hub Hours:

Monday-Friday 9am-5pm

YOU WILL BE REQUIRED TO ACCESS THE LAB OUTSIDE OF CLASS HOURS. If you cannot commit to working in the lab outside of class for access to equipment and troubleshooting you should drop this class now.

The lab manager in Tony Lugo. He is here to help you with technical aspects of this class and assist the digital department in other ways. Please treat him with respect and make an appointment with him for certain projects if you will need his assistance for more than a 10 minute time frame. Make appointments for techniques like green screen or anything to do with camera operation.

THERE IS NO FOOD OR DRINK ALLOWED IN THE DIGITAL LAB EVER!!!!

Grading

Final Grade Scale:

A	94-100%	C+	77-79%
A-	90-93%	C	73-76%
B+	87-89%	C-	70-72%
B	83-86%	D	60-69%
B-	80-83%	F	0-59%

Attendance

YOU ARE REQUIRED TO COME TO EVERY CLASS!!!!

You will be allotted two absences throughout this course. Every unexcused after these two will lower you final grade by one letter grade. An excused absence must accompany physical documentation from a doctor or a family emergency.

****Your allotted absences are for sick days that you do not go to the doctor, car breaking down/accident and other such emergencies. You will NOT be excused for days that you are at home with sniffles, these count as your allotted three absences. AGAIN I REPEAT if you use your three absences, a fourth unexcused will lower your final grade by 10% (one letter grade)**

Late: I do not mark down if you are "late" because it is a waste of my time. If you are repeatedly coming in late for class I will just mark you absent eventually and just ask you to leave. Just be on time, very simple.

Blackboard

All course content such as assignments, readings and grades will be posted in Blackboard. If you do not have access to Blackboard you need to seek out technical support immediately. You will not be able to complete this course without Blackboard

Email

I will send out notices about a schedule change, running late and other announcement in your University email. Please periodically check your email.

Critiques

You are required to attend and participate in scheduled class critiques. This is part of your grade for every project. Missing critique is the equivalent of not turning in the assignment at all. You will not receive credit for the project if you are absent during critiques, unless you have otherwise worked something out with me before the scheduled critique day.

Phone Use In Classroom

While we are working in class you are allowed to use your phone as you wish within reason. However when we are having a class discussion, I am lecturing or we are engaged in class critique you will not be on your phone. You will be asked to leave and will be marked absent.

Digital Hub Equipment Check Out Policy

Students enrolled in Digital Art Courses in AS115 are eligible for equipment checkout. Equipment may be checked out for a period of 48 hours. If equipment is turned in late it will be noted on a student's file. After two strikes of turning in equipment late, students will lose equipment check out privileges. The Digital Hub has the right to refuse any student equipment checkout privileges.

A faculty member has to sign this form before a student can check out equipment. Faculty must also fill out below form to be eligible to check out equipment, however they can sign off for themselves.

General Rules and Best Practices For All:

- Allow yourself 15 minutes for proper check out and check in of equipment.
- It is your responsibility to check equipment prior to leaving the cage. This includes checking for accessories. Everything should be noted on your checkout form.
- You are responsible for every piece of equipment checked out in your name and you should be the ONLY person to use, operate, and return that gear.

- Handle all equipment with the utmost care. Do not operate equipment in extreme temperatures and keep electronics away from liquids.
- If you are unsure how to operate a piece of equipment, ask for help from your instructor and/or Tony Lugo. Do not attempt to force anything!
- You will be responsible for replacing any lost or damaged equipment and/or accessories.
- Never leave equipment sitting for long periods in an unattended car (even the trunk).
- Always inform the cage manager of the locations you are planning to use the equipment.
- DO NOT shoot in equipment-threatening settings (beaches are among the worst).
- DO NOT attempt to repair the equipment if it breaks or malfunctions while under your care.
- No back-to-back reservations or checkouts on high demand equipment.
- Return equipment in the same condition you received it. Neatly coil cables and cords and place all items in their proper cases.
- Immediately contact the Digital Hub, if there are any problems with your equipment.

***Signing this form indicates that the student clearly understands they will assume all financial responsibility for lost, stolen or damaged equipment. If the equipment is not replaced within 30 days of incident the student will be fined for the amount they are responsible for and will be put on an academic hold.**

**Checkout Begins Monday August 24th 2015
Checkout Ends Monday December 7th 2015**

**All equipment checkout will be through Tony Lugo, Digital Hub Manager.
Email: lugor@fiu.edu**

Digital Hub Checkout Hours: 10am-4pm Monday through Friday