

FALL 2005

COMPUTER ART

ART 349 - SECTION 1 - CLASS NO. 1222 - LA5-375 - TR 7:00-9:45PM

Instructor: Glenn Zucman
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http://beachboard.csulb.edu

Office Hours:

W 1:45 - 2:45pm - UT-108 on Stage - "Group" Office Hour

(bring your lunch; sit and chat about art. You don't have to have a specific question; you can just come and join in the conversation)

TR 6:30 - 7:00pm - LA5-375

Introduction:

This course expands upon the digital art fundamentals learned in Art 149. There will be hands-on use of computers to explore the expressive and communicative possibilities of time-based and interactive art works created using Macromedia Flash and/or other related tools. Theoretical perspectives on new media as well as a historical framework for the genre will provide a foundation for the course.

Goals & Skills:

In Art 349 students will learn the principles of animation, interactivity, and scripting. We will explore Macromedia Flash in-depth as well as look at other software tools. The class will include a brief introduction to sound recording, design, and editing.

During this course, the student will produce time-based works and a web portfolio that presents those works as well as all other elements of their current portfolio.

Format of the Course:

This is a hands-on lab course. Emphasis will be on aesthetic and technical skills. Labs and lectures will be supported by readings, samples of work, and occasional field trips.

Required Texts:

1. *Visual Quickstart Guide: Macromedia Flash MX for Windows and Macintosh*, Katherine Ulrich, Peachpit Press, 2002
2. *Next: The Future Just Happened*, Michael Lewis, W. W. Norton, 2002
3. *Future Cinema: The Cinematic Imaginary after Film*, Edited by Jeffrey Shaw and Peter Weibel, The MIT Press, 2003

Carrying Your Files Around:

You never know if something you leave on a community computer will still be there tomorrow; you don't know who's gonna look at it or play with it; and you can't work on it in the open labs at the Horn Center or at home. So, to be safe, it's important for you to be able to take your work with you each day:

Media that does NOT work in our lab, LA5-375:

- Zip Disks
- Floppy Disks

Media that DOES work in our lab, LA5-375:

- Burn a CD
- Burn a DVD-R
- USB Flash Drive
- Upload files to your Beachboard account.

Assignments:

In addition to various exercises, the focus of your work in this course will be on 3 projects and a web portfolio. Two projects will be in Flash (you may propose to do one with other software.) The third "project" will be a "proposal" for a large-scale or "fantasy" project you would like to produce. Your "proposal" might combine elements in Flash, Word, Photoshop, and any other tools that help you communicate your ideas to the curators and funders who might sponsor your work.

Grading:

30 points - Attendance

30 points - Participation

10 points - Presentations (2)

10 points - Paper

60 points - Projects (3)

20 points - Final Web Portfolio

160 total points possible

144 points = A; 128 points = B; 112 points = C; 96 points = D; 95 points & below = F.

Project grades will be 50% creative and 50% technical.

Late Policy (Make-Up Policy):

All Projects & Papers are due by the beginning of class on the day of their due date. Each student is allowed 5 free late days for the entire semester, to be used in any combination on the Projects & Papers. Projects & Papers that are late beyond the 5 free late days will be assessed a one-letter grade penalty per 24-hour period.

All projects may be added to and improved continuously. All projects will be reviewed for the final grade. The final web portfolio is due by the start of the Final: 7:15pm, Thursday Dec. 15, 2005, and may not be late.

Schedule:

Consult the website: www.csulb.edu/~gzucman

Field Trips:

We will take as many field trips as our schedule permits.

Attendance:

Missing class means missing attendance points, participation points, and the material covered. It is the student's responsibility to contact the instructor or a fellow student to learn what material has been missed. Experience has shown that good grades are strongly correlated with attendance, practice and participation. Students who do not come to class are often surprised at how quickly they get behind. A word to the wise...

Extra Credit:

Extra credit opportunities will be announced as the course progresses.

University Withdrawal Policy:

It is the student's responsibility to withdraw

from classes. The deadline to withdraw from a class without a "W" for Fall Semester 2005 is Monday, September 12, 2005.

Withdrawal from a course after that date requires the signature of the instructor and the department chair, and is permissible only for serious and compelling reasons. (Severe or extensive medical problems would be a reason to drop after that date, but fear of receiving a final grade lower than desired, or change in one's work schedule are not considered serious and compelling reasons.) A "W" will appear on the student's transcript.

Incompletes:

The Art Department grants "incompletes" rarely and only for the most extreme conditions.

Accommodation:

CSULB will make reasonable accommodations for any student who has a disability. It is the student's responsibility to notify me in advance of the need for special accommodations.

Cheating & Plagiarism:

Work that you hand in is assumed to be original unless your source material is documented appropriately. Using the ideas or words of another person, even a peer, or a web site, as if it were your own, is plagiarism. Cheating and plagiarism are serious academic offenses. Students should read the section on cheating and plagiarism in the CSULB catalog.

Technology:

Obviously this course will make extensive use of computers, the Macintosh Operating System and various software programs that you were introduced to in Art 149. You should have Beachboard access, a CSULB email account, and a CSULB website.

Tech Support:

CSULB Technology Help Desk:
helpdesk@csulb.edu or 562-985-4959

Fun:

In addition to taking this class seriously, responsibly, and making excellent work, don't forget to have fun! Computer Art is the art of our time and you should enjoy expressing yourself through this medium!