



Art 314 - New Media Studio (digital and time-based art)

Spring 2009

M-W 9:20-11:50

MH Prolab (MH49a)

Patrick Kelley

pkelley@smcm.edu

Office Hours:

Tuesdays 1:30-4:30 and by appointment

x2164 Office: MH 141

This course is an intensive studio practice in digital and time-based art. Emphasis is given to developing an understanding of the unique issues and concerns of New Media art forms and how these may contribute to the expression of a personal vision. Projects are designed to develop the student's ability to work independently. Studio projects, critiques, and discussions of issues in art history and contemporary art. This course may be repeated once for credit.

Prerequisite: ART 214: Introduction to Digital Imaging.

objectives:

- learn about New Media's context and history and its relationship to other contemporary visual media
- become an active investigator of some of the contemporary issues raised by New Media art forms
- become familiar with several different New Media art-making tools

This course requires a high degree of self-motivation, patience and commitment. You are relied upon to work independently as well as collaboratively.

SOFTWARE

Flash CS3 - commercial animation and interactivity program

Photoshop CS3 for image processing

Illustrator CS3 for vector graphic production

Other programs will be added as needed for your specific projects

TEXT

- *New Media Art* - this text is now a wiki, online @ <https://wiki.brown.edu/confluence/display/MarkTribe/New+Media+Art>
- other readings as assigned via handouts and/or Blackboard

SUPPLIES & MATERIALS

- Lynda.com tutorial subscription: \$38
- A portable hard drive. While the lab computers do have fairly large hard drives, they cannot be considered 100% safe. The only way to control your files is to have your own hard drive. I will post links to various recommended models on our course web site

Also Recommended:

- note/sketch book
- digital camera

MAIN PROJECTS

- Time & Motion
- Screen & Space
- Self-Designed Final Project

BLOG

In addition to our Course Blog for general discussion (digistudio314.blogspot.com), you are required to create and keep your own, continually updated Blog for this course only (this precludes the use of Facebook, MySpace, or any other pre-existing resource for this purpose). Get a new one at blogger.com - and immediately email your blog address to me (pkelley@smcm.edu).

Blog functions:

- Weekly Review category - once per week. Journal/response/reflection entries for readings, videos/films and projects
A good entry draws connections - between readings and videos, between projects and discussions, etc.
- Artists category - 1 per week
- Responses to (2) live Artists Talks, Panels or Field Trip
- Images/sketches of preliminary work for Projects and in-class assignments
- Show and Tell postings (see following)

Show And Tell

Whenever possible I would like to take time each class to look at examples of artwork that you find relevant to current discussion, or are otherwise interesting or inspiring. This can include animation, website/interactive works, commercial and non-commercial motion graphics examples, installation/environment art, current work in the Museum, etc. This also applies to articles or readings you may come across during the term. Use your class blog as the posting and presentation point.

EVALUATION

Attendance/Class Discussions	15%
Blog - journal & artist responses	15%
Studio Work - projects	70%

A - Exceptional and Rare. Produces a high level quality of work that moves past what is expected. Has made a great impact on the class through their participation. Is constantly striving for ways to increase their learning and that of their peers. Takes risks. Explores a variety of solutions.

B - Above Average. Completes all expected work and requirements at a consistently above average level. Makes an effort to always contribute to the class.

C - Average. Completes all work and requirements satisfactorily. Is an active class participant

D - Completes work in a less than satisfactory manner or does not contribute to the class.

F - Does not complete work at a satisfactory level and is not an active class participant, or fails to meet the basic course requirements.

- Projects will be presented and critiqued by students during scheduled critique times. Students are expected to have work to present and discuss at that time.
- Work must be turned in on time.
- Completed assignments may be re-done for a higher grade.
- You are expected to spend at least six hours a week working outside of class time to complete given assignments.
- Attendance, as will become obvious, is essential. Your grade will drop one letter grade after three absences.

FACILITY USE

- Only students enrolled in courses using the MH Prolab are allowed to use the lab.
- All equipment should be left in good condition. If there is an equipment or software problem of any kind please notify the computer technician and/or leave a note on the Maintenance Sheet posted on the wall near the phone. This list will be checked regularly for repair requests.

All assignments listed are due next day of class except where noted
 Order of assignments for a given day is intentional; e.g., a reading may assist you with a written response
 All PDFs available on blackboard

Consult the online schedule REGULARLY for the most current information

Week 1: Introductions

monday 1.19 M.L.K. Day - No Classes

wednesday 1.21

-introductions
 -file management/web spaces
 -HTML - review connecting and basics
 -BLOG - setup, first Artist Presentation

get webspaces up and running, sign up at Lynda.com
 BLOG - email your blog address to Pat
 READ - Introduction, New Media Art (Mark Tribe) - entire page, including Themes/tendencies
 BLOG - Artists Category & prepare initial Artist Presentation due 1.28

Week 2: New Media Art

BLOG - begin weekly Artists category

monday 1.26

wednesday 1.28

Check on Student Site Statuses
 What is New Media Art?

New Media Artist Presentations
 Introduction/Review - Flash
 Artists using Flash / Flash Student Work

BLOG - Artists Category & prepare initial Artist Presentation due 1.28

- Lynda.com tutorial videos

Week 3: Time and Motion

BLOG - Artists & reflection

monday 2.02

wednesday 2.04

Flash

Introduction to **Homonym/Homophone Project**

- Lynda.com tutorial videos

- Homonym/Homophone Project - due 2.18
 - Lynda.com tutorial videos

Week 4

BLOG - Artists & reflection

monday 2.09

wednesday 2.11

Flash
 Studio - Homonym/Homophone Project

Flash
 Studio - Homonym/Homophone Project

- Homonym/Homophone Project - due 2.18
 - READING - TBA

- Homonym/Homophone Project - due 2.18

Week 5

BLOG - Artists & reflection

monday 2.16

wednesday 2.18

Flash
 Studio - Homonym/Homophone Project

Critique - Homonym/Homophone Project

- Homonym/Homophone Project - due 2.18

BLOG - Project and Review Reflection
 READING - TBA

Week 6	
BLOG - Artists & reflection	
monday 2.23	wednesday 2.25
Presentation - Space & Screen	-INDEPENDENT STUDIO DAY - Pat away at College Art Association Conference
READING - TBA Space and Screen Proposal - due Monday 3.02	Space and Screen Proposal - due Monday 3.02

Week 7	
BLOG - Artists & reflection	
monday 3.02	wednesday 3.04
Student Presentations: Space and Screen Proposals	- Audio Tools
BLOG - Presentation Reflection	Space and Screen - critique monday 3.30

Week 8	
- BLOG - Artists & reflection - complete for mid-term review (by Friday)	
monday 3.09	wednesday 3.11
- Flash & Installation	Studio - Space and Screen
Space and Screen - critique monday 3.30	Space and Screen - critique monday 3.30

Week 9 - break!	
monday 3.16 - BREAK	wednesday 3.18 - BREAK

Week 10	
BLOG - Artists & reflection	
monday 3.23	wednesday 3.25
Studio - Space and Screen	Studio - Space and Screen
Space and Screen - critique monday 3.30	Space and Screen - critique monday 3.30

Week 11	
BLOG - Artists & reflection	
monday 3.30	wednesday 4.1
Critique - Space and Screen	Introduction to Final Project - Self-Designed
BLOG - Project and Review Reflection READING - TBA	Final Project Proposal Presentations - due 4.8

Week 12	
BLOG - Artists - Assemble 5 Source Artists for proposal	
monday 4.6	wednesday 4.8
Final Project - Self-Designed	Final Project Proposal Presentations
Final Project Proposal Presentations - due 4.8	Final Project

Week 13	
BLOG - Artists & reflection	
monday 4.13	wednesday 4.15
Studio - Final Project	Studio - Final Project
Final Project	Final Project

Week 14	
BLOG - Artists & reflection	
monday 4.20	wednesday 4.22
Studio - Final Project	Studio - Final Project
Final Project	Final Project

Week 15	
BLOG - Artists & reflection	
monday 4.27	wednesday 4.29
Studio - Final Project	Critique - Final Projects
Final Project	

Saturday, May 9 - Final 9:00am - 11:15am	
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