ARTS 214 Technology for Artists

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Students are introduced to the fundamental technological skills and programs. This class prepares both designers and artists with basic technological skills needed to work in the arts. These skills include digital creation and manipulation using the most recent computer applications. Students learn vector-based design as well as pixel-based technologies. Other technical skills focus on making presentations, creating digital artwork, using digital tablets, archiving projects, scanning and creating multiple-page pdfs.

COURSE OBJECTIVES APPLICATIONS AND PROJECTS

Student Learning will learn the following skills and applications based on the following projects:

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<tr>
<th>OBJECTIVE</th>
<th>APPLICATION</th>
<th>PROJECT</th>
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<tr>
<td>Vector drawing</td>
<td>Illustrator</td>
<td>Postcard</td>
</tr>
<tr>
<td>Bitmap manipulation</td>
<td>Photoshop/Tablets</td>
<td>Digital Retouch</td>
</tr>
<tr>
<td>Presentations</td>
<td>Keynote/Powerpoint</td>
<td>Artist Presentation</td>
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<tr>
<td>Page layout and Multi-page pdfs</td>
<td>InDesign/ Acrobat Pro</td>
<td>Artist Paper</td>
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<tr>
<td>Scanning images/slides</td>
<td>Scanning Software</td>
<td>Slide Library</td>
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<td>Enter an exhibition</td>
<td>Photoshop</td>
<td>Exhibition entry</td>
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<tr>
<td>Social Networking 1</td>
<td>Wordpress</td>
<td>Blog</td>
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<td>Social Networking 2</td>
<td>Facebook, Twitter</td>
<td>Self-promotion</td>
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<tr>
<td>3D Modeling</td>
<td>Sketchup</td>
<td>Gallery or Public space</td>
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<tr>
<td>Project Archiving</td>
<td>Bridge</td>
<td>Archive past project</td>
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<tr>
<td>Motion Capture</td>
<td>iMovie/MPEG Streamclip</td>
<td>Artist Interview</td>
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</tbody>
</table>

COURSE MATERIALS

1. Sketchbook
2. Paper Folder for turning in Projects
3. Portable USB drives to store files, both small (2GB) and large (1TB)

Students will have access to: Printers (Color and B&W), Basic White Paper, Secured Computer Studio. If a student uses the computer studio, the student must agree to its proper use.

ATTENDANCE POLICY

Attendance will be taken daily. Arrive on time. If you do have to miss a class, find out from a classmate what we went over. Although most of the assignments will be online, check with a classmate - things can change. Emails are on Blackboard.

Students are allowed a maximum of 2 absences - NO EXCEPTIONS! *Every absence after this will result in a one letter grade deduction from the final grade.

2 tardies = 1 absence. If you are more than 5 minutes late, then you will be marked as tardy.

Even if you are absent you are still responsible for turning in assignments on that day.

GRADING SCALE & POLICY

A = 90 – 100%
B = 80 – 89%
C = 70 – 79%
D = 60 – 69%
F = 59% and Below

See the “Project Evaluation Form” on the class website.

ADDITIONAL RULES AND POLICIES

Late work is 10 pts. a day, not per class. Don’t expect any leniency with this.
No extensions and no Incompletes are possible.
No cell phones, no texting. Students caught texting will be docked points. I won’t tell you, I’ll just deduct the points from your grade. And yes, I can tell when you’re texting.

Note: The right to add to or delete from this syllabus is reserved by Professor Gibson.