

ART 80t – Digital Tools for Contemporary Art Practices

Instructor: Kristen Gillette

Hours: Weekly Assignments Due Each Sunday, 11:30pm

Location: Online <http://login.uconline.edu>

Contact: kgillett@ucsc.edu (Art80t somewhere in subject line)

Office Hours: Weekly, To Be Posted

COURSE DESCRIPTION

An introduction to the digital tools and mediums available to contemporary art practices. Each tool will be explored from a historical and theoretical context and from a technical perspective through hands-on tutorials. A variety of artworks that utilize digital mediums will also be examined. Weekly projects centered around these tools will be completed, and will be the focus of peer discussions and reviews. The course will cover photo and vector editors, sound and video editing, basic 3D modeling and images and interactions generated by code.

COURSE OBJECTIVES

- Develop a foundation of knowledge regarding available digital technologies, tools & mediums available for art-making with hands-on learning at the center of the course
- Introduce general concepts and affordances regarding digital tools and mediums and how these differ from analog tools & mediums
- Build a cross-platform methodology and vocabulary for working within varying software environments and approaching new digital tools and mediums
- Create an informed, project-centered process for determining the most appropriate digital tool(s) and/or processes to utilize
- Historicize the use of digital tools and mediums in art-making
- Design hands-on tutorials and course projects that encourage engagement with course concepts and contemporary practices
- Describe how different contemporary artists incorporate digital mediums, apply digital processes and/or utilize digital tools

PROJECTED STUDENT OUTCOMES

- Demonstrate proficiency in a range of techniques and media.
- Demonstrate the ability to imagine, create and resolve a work of art.
- Demonstrate familiarity with and ability to analyze both verbally and in writing issues and forms of contemporary art with a clear understanding of historical precedents.

COURSE OUTLINE

7 WEEKLY WORK MODULES EACH CONTAINING:

Content:

- 1 Content Lecture (includes text, slides + videos)
- 1 Discussion Video Lecture
- 4 Tutorial Videos
- 4 Hours Instructor “Office – Time” via Chat

Assignments:

- 4 Studio Exercises (Correspond with Tutorial Videos)
- Discussion Board Participation (at least 1 question + 1 answer)
- Content Quiz – multiple-choice attendance quizzes. Can be taken multiple times.

EXAMS + PROJECTS

Midterm Exam (Multiple Choice Format, “Open Book”, Timed, Single Attempt) Week 6
 Final Exam (Multiple Choice Format, “Open Book”, Timed, Single Attempt) Finals Week

Midterm Project – Completed during Week 6
 Final Project – Completed during Week 10

Week 1: Introduction	
Content	Course introduction Weekly module format Syllabus overview
Working On	Getting up to speed in Canvas Saving files for the course Installing Adobe CC
What's Due	Exercises 1.1 – 1.4
Week 2	
Content	Image adjustments, effects and additions Brightness, contrast + lighting principles From photographic to graphic
Working On	Pixel Based Image Editors (Photoshop) Selections, layers, adjustments + effects
What's Due	Exercises 2.1 – 2.4, Weekly Section Discussion Posts
Week 3	
Content	Color, Texture + Collage

SYLLABUS ART 80T - DIGITAL TOOLS FOR CONTEMPORARY ART PRACTICES

Working On	Pixel Based Image Editors (Photoshop) Develop color, patterns and texture Transformation, distortions + digital collage
What's Due	Exercises 3.1 – 3.4, Weekly Section Discussion Posts
Week 4	
Content	From point to line to shape Composition + patterns Mark-making + calligraphy
Working On	Vector Editors (Illustrator) Creating, manipulating and transformation shape + line objects Complex shape construction Blending and distort tools and processes
What's Due	Exercises 4.1 – 4.4, Weekly Section Discussion Posts
Week 5	
Content	Text and image, text as image Textual constructions Letterforms and typography principles
Working On	Vector Editors (Illustrator) Text incorporation, text transformations Unique fonts + letterforms 3D text
What's Due	Exercises 5.1 – 5.4, Weekly Section Discussion Posts
Week 6	
Content	3D Printing and Fabrication In-the-Studio: developing, making and presenting work
Working On	Intro to Blender, Autodesk Apps, 123D Midterm Review Midterm Project
What's Due	Midterm Exam, Midterm Project
Week 7	
Content	Animation intro – Muybrudge & Marrey Image, light + motion Stop-Motion
Working On	Digital Animation Basics (Photoshop + After Effects) Rotoscoping Animated GIFS Sequenced images

SYLLABUS ART 80T - DIGITAL TOOLS FOR CONTEMPORARY ART PRACTICES

What's Due	Exercises 7.1 – 7.4, Weekly Section Discussion Posts
Week 8	
Content	Sound art Sound / audio collage Remix / Recombine
Working On	Digital Video / Sound Editors Introduction, import, export Found footage / audio incorporation + effects
What's Due	Exercises 8.1 – 8.4, Weekly Section Discussion Posts
Week 9	
Content	Video Remix / Collage Frames, framing and shot distance Cuts + transitions
Working On	Digital Video / Sound Editors II Capturing sound + video Editing + layering
What's Due	Exercises 9.1 – 9.4, Weekly Section Discussion Posts
Week 10	
Content	Portfolios + presenting work Interactive + playable medias Course Wrap Up
Working On	Intro to Processing Final Exam review Final Projects
What's Due	Final Projects, Past exercises to show for Open Studios

STUDENT GRADE BREAKDOWN

70% Weekly Assignments (4 Exercises + 2 Discussion Posts per week for 7 weeks)

10% Midterm Exam

10% Final Exam

5% Midterm Project

5% Final Project

FINAL EXAM

This course will have a final exam that will need to be completed by the end of Finals week.