

COURSE SYLLABUS FORMAT

Southeast Missouri State University

Department of _____ Art _____

Course No. AR375 _____

Title of Course: Art & New Technology _____

Revision: X _____

New: _____

I. CATALOG DESCRIPTION

This is an introductory Art & New Technology course covering photographic progression, multi-image projections, large-scale computer prints, video, sound, kinetic art, and basic computer applications. Students will be introduced to Adobe Photoshop, Lightwave 3D and Final Cut Pro for video editing, as well as other scanning and image manipulation software. *This course is required of 3-D Animation art majors and is a general art elective.* 3 credit hours

II. PREREQUISITES

All Art Foundation courses.

III. PURPOSE AND OBJECTIVES OF COURSE

In this class students will:

- A. Examine the role of computers, video, and new technologies in the studio arts and their potential impact on future artistic practices. The course will provide an introduction to the following software: Adobe Photoshop, Lightwave 3D, and Final Cut Pro for Video Editing. Students will apply their knowledge of these computer programs on both assigned projects and their own studio area work.
- B. Examine, research, and apply material from Kinetic art and other new artistic technologies.
- C. Develop and broaden their understandings of the nature of art and incorporate that understanding in their artwork.
- D. Learn strategies for developing their art careers.
- E. Strengthen critical thinking skills concerning contemporary theories of art and technology by class readings, lectures, and discussions.

IV. EXPECTATIONS OF STUDENTS

This is a course designed to encourage intermediate level students to define their intentions, refine their ideas, and focus on the content of their art. Students will:

1. Learn how to apply new technology to art.
2. Gain a basic understanding of historical and contemporary issues concerning art and technology including Kinetic art.
3. Obtain a basic knowledge of Adobe Photoshop, Light-wave 3-D, and Final Cut Pro.
4. Engage in critical, professional dialogue about their own and each other's work.

OUTLINE FOR STUDENTS

This class will demonstrate methodologies and techniques for creating art by means of new and developing technologies. Students will be responsible for completing reading assignments prior to class. The instructor will provide an introduction to the hardware and software in class.

A. Intro to course and computers	1 week
B. Intro to video, digital cameras, scanning and Photoshop	2 weeks
C. Intro to 3-D animation and Light Wave	2 weeks
D. Intro to Final Cut	2 weeks
E. Computer video-based art project	2 weeks
F. Intro to Sound art and Kinetic art	2 week
G. Intro to web pages	1 week
H. Final Project	3 weeks

VI. TEXTBOOKS

- R. L. Rustsky. High Technology: Art and Technology from the Machine Aesthetic to the Posthuman. University of Minnesota Press, 1999.
- Richard Coyne. Information Technology Postmodern Age. MIT Press (Leonardo Book), 1995.
- David Jerrard. 7.0 Light Wave 3-D Applied. New Riders Publishing, 2001.

- Linnea Dayton and Jack Davis. The Photoshop 6 WOW! Peachpit Press, 2001.
- Lisa Brenne. The Final Cut Pro 2 for Macintosh: Visual QuickPro. Peachpit Press, 2001.
- Russell Hart and Dan Richards. Photography For Dummies. Hungry Minds, Inc., 1998.

VII. BASIS FOR STUDENT EVALUATION

The final grade reflects attendance, participation, and class work. Students will submit a portfolio of all completed work, accompanied by a single-spaced cover sheet for each item. Grades will be based on the final portfolio submitted at the end of the semester. Class attendance is mandatory. If students miss more than 4 classes, the grade level is reduced a full grade. Tardiness is unacceptable. Each student is responsible each class for an assignment.