ARS 225 SYLLABUS FALL 2017

Fall 2017 Stony Brook University, Department of Art, College of Arts & Science
ARS 225: Introduction to Digital Art
Instructor: Qin Han

Office Hours: by appointment
Contact: qin.han.1@stonybrook.edu

Course Description
This course will introduce the fundamental concepts and techniques in computer-based image making. In this introductory level course, students will learn how to use the computer as a creative tool for 2-dimensional imaging. A variety of electronic imaging tools and techniques will be demonstrated and taught. Utilizing this knowledge and skill, students will explore, develop, and refine their own visual style. In addition to hands-on procedures and techniques, students will learn digital graphics concepts.

Aims and Objectives of the course
A key objective of this course is to help students develop and refine their own visual style, or concepts and skills of digital imaging. Ultimately any digital tool, like an analog one, should be used as a means to an end in creative production – to convey a vital emotion, idea, or concept. The emphasis in this class will be to demonstrate how artists incorporate digital processes and content into their art. In the process, students will learn to apply thoughtful and intelligent counterpoint to purely commercial uses of these technologies. Students will build on their existing aesthetic and conceptual foundations and will learn to implement their ideas with digital tools and techniques.

Learning Outcomes
The following course outcomes indicate competencies and measurable skills that students develop as a result of completing this course: Creation of raster and vector imagery, text, and page-layouts. The ability to discuss and articulate concepts and options related to digital art creation. The awareness of the scale in computer-based image and prints.

*This is not a commercial design course; this is an art course. We will be working with basic design principles, but we will be focusing more on the conceptual possibilities opened by digital technology.

Course Requirements
  - Internet connection
  - Windows or Apple computer
  - Ability to install software on your machine (admin account)
  - Visual arts software:

Grading
The instructors on the course will grade your homework and a portion of your grade will also come from your work on Blackboard or Google Classroom.

Assignments (12) ——————————— 25 %
Project 1 (middle) ———————————— 20 %

Project 2 (final) ———————————— 30 %

Participation, discussion and critiques ——— 25%

*unless otherwise stated, assignments must be submitted via the assignments section in Google Classroom. Cut and paste your text into the body of the assignment box, and upload your images on it.

NOTE: Attendance is required.
Any unexcused absence will count against you, potentially above and beyond the percentage of the grade that is under "Participation". Attendance will be taken at all meetings and is MANDATORY. Your FINAL grade will be dropped ONE LETTER GRADE for every 3 absences. Two late arrivals or early departures will count as one absence. Six absences counts as an automatic failure of the course. We are NOT kidding. Absence from a class is not an excuse for not doing an assignment or project. You are fully responsible for completing the work. Late assignments will be downgraded 5 points for each day they are late (this means if an assignment is due at 11:59, an assignment which is handed in at 12:00 is considered 1 day late).

Assignments
Each student will also access to a Google Classroom for this course and will keep their page up to date with samples of their assignments, thoughts, tests, and work in progress.
Assignments are purely technical; each lab will include a detailed explanation of how to complete each assignment. There will be 1 assignment every week. Each assignment should take you no more than one hour.

Projects
Projects are both aesthetic and technical; there will be an explanation of how to grade projects but you must remember that art is subjective. There are only two projects, and together they are worth the half of your grade. You can expect these middle projects to take at least 3-4 hours to complete. Final project should take about 6 hours.

File Storage
Each student is 100% responsible for storing all of his or her files on their own removable storage media. Your storage space on Google Drive should be sufficient for saving class projects. You must make permanent backups of your files on regular basis onto your own storage media (Flash, CD, DVD, external HD, etc.). When you do so, please remember to make two backups -- the first is your "original", and the second is your "backup".

Lab Access:
The lab is accessible with your ID. The security system records entrances and exits and you are responsible for the equipment while you are present. DO NOT give out your ID to anyone or you will lose your access.

Equipment Checkout:
You can check out equipment to assist the production of your projects. Following all rules on the lending forms you sign.

DISABILITY SUPPORT SERVICES (DSS)
If you have a physical, psychological, medical or learning disability that may impact your course work, please contact Disability Support Services, ECC (Educational Communications Center) Building, Room 128, (631) 632-6748. They will determine with you what accommodations, if any, are necessary and appropriate. All information and documentation is confidential.

Students who require assistance during emergency evacuation are encouraged to discuss their needs with their professors and Disability Support Services. For procedures and information go to the following website: http://www.stonybrook.edu/ehs/fire/disabilities

ACAEDMIC INTEGRITY
Each student must pursue his or her academic goals honestly and be personally accountable for all submitted work. Representing another person's work as your own is always wrong. Faculty are required to report any suspected instances of academic dishonesty to the Academic Judiciary. Faculty in the Health Sciences Center (School of Health Technology & Management, Nursing, Social Welfare, Dental Medicine) and School of Medicine are required to follow their school-specific procedures. For more comprehensive information on academic integrity, including categories of academic dishonesty, please refer to the academic judiciary website at http://www.stonybrook.edu/uaa/academicjudiciary/

CRITICAL INCIDENT MANAGEMENT
Stony Brook University expects students to respect the rights, privileges, and property of other people. Faculty are required to report to the Office of Judicial Affairs any disruptive behavior that interrupts their ability to teach, compromises the safety of the learning environment, or inhibits students' ability to learn.

Weekly Schedule*

<p>| lesson 1 | Introduction to the course: Fundamentals of Raster Graphics |
| lesson 2 | The Culture of the Copy | Photo Manipulation in the Digital Age |
| lesson 3 | From Paint to Pixels | Resolution |
| lesson 4 | Review &amp; Demo (PRINT) |
| lesson 5 | Digital Painting Techniques Part 1 |</p>
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<td>Digital Painting Techniques Part 2</td>
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<td>7</td>
<td>Time-Based Media (WEB)</td>
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<td>8</td>
<td>Project 1 due</td>
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<td>9</td>
<td>Fundamentals of Vector Graphics</td>
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<td>10</td>
<td>The Bezier Curve and Object-Based Illustration</td>
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<td>Resolution Independence</td>
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<td>Project 2 due</td>
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<td>Review</td>
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* THIS SCHEDULE IS SUBJECT TO CHANGE