Introduction to Microcomputer Art

Art 149 sec 2 Call number: 10308

Mondays & Wednesdays 1-3:45 LA5-373

Instructor: Glenn Zucman
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Office Hours: Group Office Hour: W 11-12:30
Quick Office Hour: Th 12-12:30

TEXT: *Visual Quickstart Guide: Photoshop 6 for Windows and Macintosh*
by Weinmann & Lourekas
Web Design in a Nutshell by Jennifer Niederst
The Age of Spiritual Machines by Ray Kurzweil

MATERIALS: 2 or more Zip Disks (for Macintosh)
$20 on your beach card for color printing

COURSE DESCRIPTION

An introduction to the basic operating characteristics of and major art-related software programs for the computer. The course will focus on the interrelationship of computer-based media with the principles and practices of art foundation courses. Emphasis will be placed on developing students' awareness of the computer as a powerful tool for research, problem solving, creativity and experimentation.

This course will introduce the range of art software for text & typography, vector art, raster art, photo manipulation, page design and web design. Students will develop a strong foundation in the range of computer art practices and expand their creative thinking. Students will view numerous examples of good, bad and curious computer art. Students will consider the future of computer art vis-à-vis their own careers.

COURSE OBJECTIVES

To promote the ability to explore the capabilities of major art-related software programs in relationship to creative activities involving principles of drawing, painting, photography, design, color, composition and dimensionality. The course will focus on the Adobe Design Suite: Photoshop, Illustrator, InDesign and Acrobat, as well as QuarkXPress and HTML. Students will also gain exposure to the Internet and The Web.

COURSE CONTENT

1. The use of computers for artists

2. Digital file types and resolution
3. Working with bitmap and vector based images
4. Digitizing and output methods
5. The Internet, HTML and The Web
6. Use of image editing and media construction software tools
7. Evaluation methods; digital aesthetics
8. Ethical, historical, and sociological issues
9. Creation of a portfolio on The Web

COURSE REQUIREMENTS:

PROJECTS: The student will create several smaller exercises and four major projects based on course instruction. Each project contains specific technical exercises and aesthetic issues. Projects will be printed or presented on-screen; both the hard copy (if required) should be submitted for evaluation, and/or the file should be electronically submitted as an Acrobat file.

PAPERS: The student will write a series of short papers on the possible futures of computer art and how these paradigms interact with their own artistic and life trajectories.

ATTENDANCE: After the first day, daily attendance will be taken by the student's submitting a found example of computer art. This may be a magazine page, a print of a Web page, or any other source the student encounters.

GRADING

30 points – Attendance
30 points – Participation
40 points – Papers
60 points – Projects
160 total points possible
144 points = A; 128 points = B; 112 points = C; 96 points = D; 95 points & below = F.

Project grades will be 50% technical and 50% creative.

LATE POLICY

All Projects & Papers are due by the beginning of class (1:00 p.m.) on the day of their due date. Each student is allowed 5 free late days for the entire semester, to be used in any combination on the Projects & Papers. Projects & Papers that are late beyond the 5 free late days will be assessed a one-letter grade penalty per 24-hour period.

All projects may be added to and improved continuously. All projects will be reviewed for the final grade.