

**ART 55, INTRODUCTION TO COMPUTER ARTS, SEC #1584I**  
**MON/WED. 10:55 A.M. – 2:05 P.M. +1 HRS/WEEK BY ARRANGEMENT**  
**FOX 104 (MAC LAB)**  
**{+ 1.0 HOURS PER WEEK TO BE ARRANGED – ON-LINE}**

**INSTRUCTOR: JASON CHALLAS**  
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**OFFICE: ART 31, PHONE: (408) 741-2542**  
**OFFICE HOURS: TUES/THURS: 12:30-1:40**  
**MON. 2:30-3:30 P.M.**

### **Course Description**

Recommended preparation: Art 031A/B;

Acceptable for credit: University of California, California State University.

Beginning instruction in computer imaging, animation, and interactivity as artistic processes.

The course is broken down into three units, each culminating in a project. The software used will be Adobe Photoshop and Flash on the Mac OSX platform. Supplemental exercises in the Processing programming environment will be included.

This course provides students with an opportunity to explore fundamental theories and methods of creating Computer Art and the impact of technology on 20th century art production. It introduces students to digital imaging, animation and interactive authoring which utilize hands-on contemporary art strategies. This course is West Valley College Certificate and AA/AS Degree applicable.

This course may be repeated once. Credit/No Credit Option.

### **Course Objective**

Beginning to intermediate level instruction in the techniques and processes of using computers as a tool for creating fine art.

Course will develop the student's graphic visualization and computer skills. This should not be seen as a class in software instruction, but in making art with the computer. To that end, learning the basics of computer operation is necessary but incidental. We will go over the basic skills and principles of visual communication and fine art, and the fundamentals of computer graphics hardware and software. The goal is to understand the workings of the software so as to create interesting art that effectively communicates the idea or purpose at hand, and to foster the students' understanding of the computer and software in order to produce quality work.

Upon completion of this course the student should be able to:

Analyze the Modern/Postmodern dynamic in computer Art.

Create a digital image for output and create a simple interactive Computer Art program.

### **Student Responsibilities**

The student is responsible for all of the material presented in class, which should be demonstrated in the work produced and the critiques of the assignments. All assignments must be submitted on the due date.

Regular **attendance** is crucial to develop proficiency and ensure the dissemination of information. If you should miss an assignment or demonstration, it is your responsibility to obtain that information from a classmate. More than three absences will affect the final grade. E-mail or phone me if you are going to be absent.

Student Attendance Policy (from the WVC Catalog, p. 182)

Students are expected to attend all sessions of each class. Instructors may drop students from the class if they fail to attend the first class meeting, or when accumulated unexcused hours of absences exceed ten percent of the total number of hours the class meets during the semester (9.8 hours in our case).

Moreover, an instructor may drop from the class any student who fails to attend at least one class session during the first three weeks of instruction.

Students are required to spend at least 1 independent lab hours each week, out of class. This may be done at home or in the Tech Center Labs. Show proof of enrollment (and fees paid) at the tech center office to gain access to the public labs. They are typically open from morning til just before 7:00 p.m., M-Th. Understand and abide by general lab rules and policies, and back up your own work on cd-rom or USB drives.

Keep a sketchbook/notebook\* for your ideas and class discussion notes and make it available during class time.

### **Assignments**

There will be 7 short projects to demonstrate and teach particular techniques. This will result in a portfolio of 7 photoshop images. Projects must be submitted on time for critique.

Three short quizzes on the handouts, lecture subjects and readings.

Supplemental exercises will be done mostly on-line using the angel course management system and will cover topics related to the current software units and some very basic programming.

A final major project completed over a period of approximately four weeks. The project will be a motion-based interactive piece and cover content related to the design of visual information and media (10 points).

Late projects will be downgraded one step for each class day late.

## Grading

Assignments will be evaluated based on technical proficiency, implementation, and aesthetic achievement.

Projects will be marked down one-half grade step for each day late. Exercises are credit/no-credit and will be completed on-line.

### Grading Breakdown:

Projects (~8)	60 %
Participation and a presentation	10 %
Quizzes (~3)	10 %
Supplemental exercises (16) Photoshop, Flash and processing	10 %
Project 10 (Final) – Interactive generative piece/video/web	10 %

## Final Exam

The final project is due on a CD-ROM at the beginning on our designated final exam time.

There will be a final critique of the work on the assigned finals day (during finals week) May 25<sup>th</sup> from 9:40 – 11:40 a.m.

### Required Text:

*Download (and print)* the REQUIRED reader/software notes from: <http://instruct.westvalley.edu/challas/>

Additional how-to documentation and articles for discussion may be distributed, and will utilize the ANGEL course system.

## Materials

Blank USB “jump” drive to back-up your computer work and/or blank CD- ROM (or R/W) media and/or DVD-R media.

We will print, trim and mount one photoshop exercise. REQUIRED MATERIALS FOR THIS:

- A 10” x 12” piece of black rigid **mat** board (Letramax black recommended) or black foamcore.
- You will also need access to a metal ruler or straight edge (~18” long) and an #11 X-acto knife or other mat/utility knife, glue (rubber cement or glue stick) and a little bit of tape. I will make some of each available.

Other materials may be assigned later.

Approximate cost of materials: \$15.00 – 60.00

### Recommended Texts:

Photoshop Visual Quickstart Guide, Peachpit Press, version CS5.

Any good Flash CS5 book (Visual Quickstart Guide, etc.) with an introduction to actionscript 3.0

### Resources:

Fry’s or other computer retailers.

University Art, San Jose – 456 Meridian Ave (between Park St. and 280), 947-1444

Aaron Bros. Art – 1730 Bascom Av. Campbell, 879-3800; (other various locations)

- See page in reader “Additional resources for computer art.”

## Drop/Withdrawal Policy

If you wish to drop the class, you must initiate the drop process at the admissions and records office within the first four weeks.

After that a “W” grade will be recorded. Excessive absences will result in an instructor initiated drop.

## Plagiarism Policy

While good designers observe the world around them and often “borrow” ideas from existing designs, there is a distinct difference between borrowing and stealing! (Like the difference between paraphrasing and quotation.) Direct plagiarism and cheating on quizzes will not be tolerated.

WVC makes reasonable accommodations for persons with documented disabilities. College materials may be made available in alternate formats if requested (Braille, audio, electronic or large print). For assistance, please contact the Disability and Educational support program at 741-2010 or 741-2658 (TTY).

*The instructor may make changes to the syllabus during the semester. It is the student’s responsibility to stay informed of these changes. Students may contact the instructor during office hours and before/after class, time permitting. Students may also wish to have a study partner whom they can contact if they miss class.*

## Important Phone Numbers

Emergency: 911

College district police: 741-2092

Health services: 741-2027

Week of	Monday	Wednesday	Supplemental Exercise:
1 Jan. 30	Introduction Photoshop Intro, painting basics, brushes Pg. 12 in reader. Exercise 1	Paint Exercise 2 (make a brush) pg. 13; Project 1* – Fauvist self-portrait (5 pts.) Image acquisition, crop, pp. 14, 15	1. Photoshop – Painting
2 Feb. 6	Basic color correction and over-painting, pg. 15 More brushes, modes, fill layers, shape layers	Project 2 – Dada Collage (5 pts.) Reader pg. 9 <b>Project 1 due by end</b>	2. Photoshop – Brushmaking & New Features forum (video/forum)
3 F 13	Art History lecture. Reader pg. 7 Copying/pasting, matting, selecting, magic eraser. pp14, 16-17	Project 3 – Seuss Surrealism piece (5 pts.) <b>Project 2 due by end</b>	3. Photoshop – Mixer brush (video/forum)
4 F 20	<i>Off – President's day holiday</i>	Project 4 – POP Collage (5 pts.) Reader pg. 9 <b>Project 3 due by end</b>	4. Photoshop – Color Correction (video/ forum)
5 F 27	Color correction basics and layers. pp. 14-16 Class and taste Simpsons episode, reader pg. 10 ( <i>Print Seuss pieces</i> )	Project 5 – Graffiti (5 pts.) Reader pg. 10; Text in photoshop, pp. 18-19 <b>Project 4 due by end</b>	5. Photoshop – Text exercise (Pg. 19 & drop box)
6 Mar. 5	Principles of comp. Graphics, pp. 4-5 Text basics Pg. 18 Vanishing point filter	Project 6 – Post-Modern Collage (5 pts.) Quiz review <b>Project 5 due by end</b>	6. Photoshop – Vector tools (Pg. 20 & drop box)
7 M 12	Selections, copy/paste and matting review, pg 17 Vector tools (pg. 20) <b>Quiz 1– Computer basics, readings/lectures</b>	Project 7* – Tromp L'oeil piece (15 pts) <b>Project 6 due by end</b>	7. Photoshop – Shadows (video/forum)
8 M 19	Project 6 (Post Modern Collage due (5 pts.) Selections, copy/paste and matting review, pg 17	Printing and mounting of artwork. Pp. 21-22 Animation in photoshop. Introduce keyframe animation in photoshop/IR.	8. Photoshop animation bouncing ball (Pg. 21- 22 & drop box)
Mar 26	<i>Spring Break</i>	<i>Spring Break</i>	
9 Apr. 2	Do supplemental exercise #8, Pp. 20-21 Animation in photoshop <b>Project 7 due by end – as file &amp; printed and mounted</b>	<i>Critique project 7 @ start of class</i> Introduce Flash, drawing/animation basics, Pg.25 Quiz review	9. Flash – Drawing (drop box)
10 A 9	<b>Quiz 2 – Photoshop, animation and art history</b> Classic tweens, Pg. 26 Introduce Project 8* – Poem/song (15 pts.)	Text in flash, work on poem/song. Panning, zooming and fading, “camera” technique. Pg. 27	10. Flash – Bouncing Ball (drop box)
11 A 16	Sound in Flash: Pg. 28	Exporting, correctly outputting text, Pg. 29	11. Flash – Buttons (drop box)
12 A 23	Introduce Final Project – Final interactive processing or video/animation combination.	<b>Project 8* due by start as .SWF file</b> Library and movie clips in Flash; Pg. 30	12. Flash – Movieclips (drop box)
13 A 30	Data inundation and really big numbers; Generative art and web art; Flash buttons and interactivity. Pg. 31	<b>Student Presentations:</b> Flash/interactive animation sites. Processing introduction – static hack, Pg. 32	13. Processing – Static drawing
14 My 7	<b>Quiz 3 – Interactivity/review</b> Web pages/HTML	Interactivity, Incorporating quicktime Web pages/HTML	14. Processing – Dynamic/interactive
15 M 14 (“dead” week)	Processing – exporting	Final project reviews	15. Web – 2 simple linked pages, using text and one image
16 M 21 Finals	<i>(Projects are worth 5% each. Projects (7&amp;8) with an asterisk are worth 15 % of grade. Final project is 10%)</i>	<b>Wed, May. 23<sup>rd</sup>, 9:40 – 11:40 a.m.</b> Final Critique: <b>Final project due</b> (10 pts.)	16. Final project prototype

Exercises	Projects	Quizzes
Exercise 1 – Painting in photoshop	Project 1* – Fauvist self-portrait (10 pts.) Paint opaquely in a new layer over a picture of yourself to re-create the image in a loose, fauvist style. <b>Due: Wed 2/8 @end of class</b>	<b>Quiz 1– Basics</b> <b>Mon. 3/12</b>
2 Photoshop – Making your own brush & new features forum (watch on-line video and comment in discussion forum in Angel)	Project 2 – Dada Collage (5 pts.) Dada style, absurd juxtapositions, impact of Machine technology on our consciousness. <b>Due: Wed 2/15@end of class</b>	<b>Quiz 2 – Photoshop, animation and Art lectures</b> <b>Mon. 4/9</b>
3 Photoshop – Mixer brush (video/forum)	Project 3 – Seuss Surrealism piece (5 pts.) Create a Dr. Seuss-like surrealist piece, in the style of his book illustrations or political cartoons. <b>Due: Wed 2/22@end of class</b>	<b>Quiz 3 – Flash, interactivity</b> <b>Mon. 5/7</b>
4 Photoshop – Color correction layers (video/forum)	Project 4 – POP Collage (5 pts.) Pop style, whimsical juxtapositions, impact of Mass Media on our consciousness, consumerism. <b>Due: Wed 2/29@end of class</b>	
5 Photoshop – Text (drop box), reader pg. 19	Project 5 – Graffiti: (5 pts.) find a photograph of a building and create “digital” graffiti on the building. <b>Due: Wed 3/7@end of class</b>	
6 Photoshop – Vector tools (drop box), reader pg. 20	Project 6 – Post-Modern Collage (5 pts.) Krugeresque style, black, white and red color scheme; appropriated media images juxtaposed with thought provoking text. <b>Due: Wed 3/14@end of class</b>	
7 Photoshop – Shadows (video/forum)	Project 7* – Tromp L’oeil piece (15 pts). Create an image putting into a scene something that does not belong to illustrate an “urban myth” <b>File Due: Mon. 4/2@end of class; Print–mounted Due: Wed 4/4 @start&lt;&lt;</b>	
8 Photoshop – Animation basics (drop box) reader pg. 21-22	Project 8* – Simple poem in flash. Animated text Choose 1 verse or stanza or a short poem or song (15 pts.) <b>Due: Wed. 4/25 @START of class</b>	
9 Flash – Simple drawing (drop box)	Project 9 – Final (10 pts.) <b>Due: Wed 5/23 @ 9:40 a.m.!&lt;&lt;</b> as a .swf file or application	
10 Flash – Bouncing Ball (drop box; video/forum) Adobe TV: Flash 11, 13z		
11 Flash – Simple button, actionscript (drop box)		
12 Flash – Movieclips (drop box)		
13 Processing – Static drawing		
14 Processing – Dynamic/interactive		
15 Web – 2 simple linked pages, using text and one image	Exercise 16 Final project prototype	