

ART112: INTRO TO DIGITAL ARTS

KAPIOLANI COMMUNITY COLLEGE, UH

AILED GARCIA, INSTRUCTOR

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Lab Hours

Office Hours: via Skype —search & add *ailedg*Wednesdays, 4:30pm–6:30pm :: [YouCanBook.Me](#)**SYLLABUS**

SPRING 2017, CRN 33694

Online Delivery via Course Website:

www.ailedgarcia.com/112

All Assignments and Homework due as specified and by date/time listed on the Course Website.

COURSE DESCRIPTION

Art 112 Introduction to Digital Arts (3) AA/AH1 6 hours lecture/lab per week. Prerequisites: ENG 21 and ENG 22 or equivalent or instructor approval. Recommended Prep: ART 115 and basic computer competency skills.

Art 112 is a studio introduction to digital technology and its applications to the production of visual art. Emphasis will be placed on developing digital art works that meet aesthetic criteria for evaluation.

COURSE OBJECTIVES & COMPETENCIES

Upon successful completion of Art 112, the student should be able to:

SLO #1: Create original digital graphic artwork using appropriate design principles, elements of art, vocabulary, digital graphic software, and digital graphical technological processes.

Use the vocabulary and technological processes of digital graphics.

Use digital graphics to generate original visual images.

Use a variety of industry-standard digital graphic software packages and input/output devices.

Work with vector and bitmap images.

Apply the visual elements of line, shape, value, color, texture, space, time, texture, space, time and motion, contrast, variation, unity and motion as well as the design principles of balance, rhythm, emphasis, contrast, variation, and unity in the creation of digital art works.

Demonstrate basic animation principles and skills.

SLO #2: Apply problem-solving techniques to develop art projects according to specifications, then critique and defend own artwork.

Complete the creative problem-solving process from the preliminary planning stage and exploration through revisions to the final product.

Demonstrate the ability to experiment by taking risks through the process of exploration during the creative process.

Achieve individual creative decisions.

Develop strong communication skills (written and oral) to effectively critique and defend coursework.

COURSE PROJECTS 400PTS TOTAL

Project 1: Illustrator Fantasy Meal (100pts)

Project 2: Photoshop Movie Poster (100pts)

Project 3: After Effects Logo Animation (100pts)

Homework: Total Homework For All Projects (100pts)

A written Assignment Sheet w/ the instructions, limitations & specifications for the projects will be posted on the *Course Website*. Further clarification will be given as the project progresses, in video lectures and feedback.

METHOD OF INSTRUCTION

This course is delivered online and guided via the resources posted on the *Course Website*.

The method of instruction will include a series of video and written tutorials lectures with software demonstrations, assignment handouts, templates, sample student works, links to course resources and an overview course schedule. Additionally, the instructor will provide written homework/project feedback on a weekly basis usually within 1-2 days from turn-in. Online peer group critiques will be conducted as part of homework at appropriate times in the semester.

INSTRUCTOR'S EXPECTATIONS

You are expected to check UH email regularly, visit the course website to watch all video lectures, complete homework assignments, and use Laulima to turn in your work, check grades and your assignment feedback.

You are expected to complete and turn-in homework assignments on time and in the requested format via *Laulima Assignments* in order to progress through the class smoothly, and with enough time to get the necessary feedback to make improvements on your projects.

During critiques, all students are required to participate as both presenters and active critics. You are expected to be honest, yet considerate and tactful at all times.

Since this is a college course, time will need to be consistently spent on projects to meet the requirements of the class. This will mean coming to the computer labs during *Open Lab Hours*, or installing the purchased versions of the software (when instructed to do so).

If you are uncertain about the course instruction or content at anytime and are having difficulty keeping up with the course, you are expected to contact the instructor via email, phone or skype during class office hours—I will be available and more than happy to assist you.

MISSING ASSIGNMENTS POLICY

All assignments are due by the date/time as specified on the Course Website via Laulima Assignments.

ASSIGNMENTS DUE: Monday by 12 NOON (MID-DAY)

GRACE PERIOD: until 12 MIDNIGHT of Due Date without late penalty EXCEPT on Critique Dates.

LATE HOMEWORK ACCEPTED: Beyond Grace Period Until NOON on Wednesday (–1 point penalty).
Beyond 12 NOON on Tuesday Until NOON on Thursday (–2 points penalty).
No late homework will be accepted after NOON on Thursday.

LATE PROJECTS: All late PROJECTS will be docked 1 letter grade (–10 points penalty), irrespective how many hours or days it is late. You have 2 weeks from due date to turn in a late Project 1 or Project 2 and only credit 1 week for Project 3, due to grades rolling. Incompletes are only for compelling circumstances. *Late Projects/Assignment Submissions will result in late feedback/grading, if feedback is even possible.*

When registering for the course you are committing to its schedule and its requirements. Students should strive to meet all course requirements on time, unless excused by the instructor. Please know that *Work* is technically not considered an excused reason for missing assignments for this class, as they are both regarded as equal obligations.

Valid reasons are considered on a case-by-case basis, but may include sudden serious injury, illness, jury duty, military service or death of close family member or relative that coincides with the missing assignments. In all cases it is the responsibility of the student to inform the instructor and **provide documentation** in order to be excused and granted an extension for the missing assignments. Extensions to deadlines based on an EXCUSED condition or circumstance, is set at the instructors' discretion. The instructor will try to be fair and set a date that considers the nature of the circumstance and the requirements of the course.

AS PER UHM's Statement on Student Responsibilities:

In instructional activities, students are responsible for meeting all of the instructor's attendance and assignment requirements. Failure to do so may affect their final grade. In all college-related activities, including instruction, they must abide by the college's codes and regulations, refraining from behavior that interferes with the rights and safety of others in the learning environment. Finally, if they decide to file a grievance, they are fully responsible for providing proof that they have been wronged.

METHOD OF EVALUATION

HOMEWORK EVALUATION: See Rubric "Model Answer" in corresponding *Laulima Assignments*.

PROJECT EVALUATION: See corresponding Grade Sheets: [1](#), [2](#), [3](#)

GRADES: Grades Available on *Laulima Gradebook*.

Whatever method of evaluation is used, it is understood that the instructor reserves the right to make necessary and reasonable adjustments to the evaluation policies outlined.

COURSE GRADING SYSTEM

A = 90–100 %

B = 80–89.9 %

C 70–79.9 %

D 6–69.9 %

F 0–59.9 %

SUPPLIES AND MATERIALS

Required Supplies

- Note pad for taking notes
- 1 Pencil & 1 fine Point Sharpie (or a Pen)
- 10 Sheets of plain paper (no lines) for sketches
- Headphones for Lectures (if working in Lab)
- 1 Portable Storage Device (USB/Thumb/Jump/Flash Drive or External Hard Drive) of 1 GB or above storage capacity.

Recommended Supplies/Equipment

- Computer and Printer (Recommended), but available for usage during NMA lab hours.
 - Software: Current Adobe Illustrator, Photoshop, and After Effects, (Highly recommended) but installed and available for FREE use in the NMA labs during Lab Hours.
 - Digital Camera or Phone with good camera (Highly recommended) but available for checkout during NMA lab hours.
 - Wacom Tablet and Pen (Recommended) but available for usage/checkout during NMA lab hours.
- *SOFTWARE: Should you prefer to work from home (and your computer support it), you may purchase a "Single App Subscription" for the particular program we are working on at the time approx \$29.99/mo (x 3 months for a total of approx \$90 for the course—Prices subject to change), BUT **DO NOT** PURCHASE/INSTALL IN ADVANCE, since the 1 app month is only good for 30 days!! I will instruct you on when to install them, so you have sufficient time to complete the projects within schedule. **Should you encounter issues with your computer/software, you are expected to use the FREE labs to complete your work.

REQUIRED AND REFERENCE TEXTS

No text is required, but a book(s) that covers some of the fundamentals in the most current version of Photoshop, Illustrator, and Flash is recommended if you're having difficulty with instruction delivery format for the course. **Recommended Texts:** *Adobe Creative Cloud Design Tools All-in-One For Dummies, Edition 1* by Jennifer Smith. *Adobe After Effects Creative Cloud Classroom in a Book (2017 release) 1st Edition* by Lisa Fridsma and Brie Gyncild.

DISABILITY SUPPORT SERVICES (SSSO)

If you are a student with a documented disability and have not voluntarily disclosed the nature of your disability so that we may coordinate the accommodations you need, you are invited to contact the **Disability Support Services Office (DSSO)** in `Ilima 107, ph.734-9552, or email kapdss@hawaii.edu for assistance. For students whose primary disability is Deaf or hard of hearing, contact the KCC Deaf Center in Manono 102, ph. 734-9210 (V) or 447-1379 (videophone). Please note: you will need to contact Kapi`olani CC's DSSO or Deaf Center to request accommodations in a Kapi`olani CC course even if you've already registered or receiving services at another UH campus's disability support program.