

Art 3170 Advanced Digital Imaging

Professor Barry Jones

Office: Trahern 422

Office phone: 221.7330

E-mail: jonesb@apsu.edu

Class Site: barryjones.edublogs.org

Office Hours: 8:30 am - 9:30 am

Course Description

Specialized course in the use and understanding of advanced digital imaging programs with an emphasis on motion and time. Mac platform programs approached with studio art applications.

Summary of Class

Advanced Digital Imaging is a convergence of foundational graphic-design vocabulary, sound, illustration, and animation that will result in the creation of narratives over time. We will create a dialogue between form and sound as they relate to motion. We will talk about in depth about story forms. We will start our thinking by sketching and writing that will ultimately lead to sequential frame storyboarding, which will become the base for planning our animations. We will learn the basic principles of Flash animation to give life to our ideas. We will look at transition and how to manipulate and control conditions that pass from one motion to the next. We will learn to think critically and articulate those thoughts through both informal in-class discussions and formal critiques. We will learn to use the element of time to speak as if it were a language. Above all, we will assault the senses with sight and sound.

Course Goals

Create valuable connections between principles of graphic design, illustration, sound and motion.

Continue the development of a strong conceptual 2-D framework.

Further skills that relate to illustration, design and typography.

Learn the basics of Flash animation and digital sound design as well as continue growth of skills as relates to Illustrator and Photoshop.

Execute assignments/projects as they relate to conceptual, visual, and professional growth.

Learn the steps necessary to plan animations that encompass idea generation, storyboarding, writing, file management, editing and presenting.

Further sharpen dialogue skills and critical thinking through critiques.

Conduct simple research of existing new media examples and write a three hundred word essay.

Develop presentation skills both verbally and visually as they relate to the presentation of motion and sound design.

Course Content

Explore various aspects of sequencing that will lead to an understanding of storyboarding.

Conceptualize and execute a variety of storyboards.

Become critically aware of storyboard structures such as transitions, timing, and scale, and what movements over time suggest the intended tone and, most importantly, tell the story.

Learn basic Flash animation through in-class lessons.

Execute projects that are based on learned lessons.

Learn how to record and edit sound digitally.

Apply the lessons of sound recording, digitizing, and editing to a variety of sound-design projects.

See the processes of thinking, researching, storyboarding, animating, sound editing, experimenting, and testing to develop animations in Flash.

Understand the importance of collaboration as it relates to new media.

Course Requirements

All students must have an Austin Peay State University student e-mail account and check it often. It will be an important part of our communication during the semester.

All studio problems will be posted on the class website: barryjones.edublogs.org. Check this site often, as you will not receive printed copies of your studio problems. The problem specifics, as well as examples and links will be posted on the site.

I believe that attaining skills with software can easily be done with manuals and on-line tutorials. There is a required software manual for this course and we will systematically go over every exercise in it together. I will also show you how to find answers to your technical questions on the internet. The software that we use this semester will dramatically change in the near future, so it is important that you learn to teach yourself how to use it. Before I will answer any of your technical questions, you will be required to show me three places that you looked to find the answer. The difficult part of this course will not be learning the software, but developing interesting ideas and communicating them effectively. I would prefer to focus our time together on that task.

We will have a progress critique for each studio problem so that everyone will have a chance to give and receive feed back. The only "final" critique will take place at the end of the semester. Your grade for each problem will not be determined at the progress critiques, but you cannot possibly do well without the class's feedback, so attendance is mandatory.

Your final projects will be due one week after the progress critique for grading. Unexcused absences from critiques will result in your project grade being lowered one full grade (10 pts).

The majority of class time will be spent working on studio problems. Even though we will be working during class expect to spend several hours a day working outside of class. You are required to keep a journal/sketchbook. You **must** work out your project on paper before beginning work on the computer. **Storyboard drawings must be approved before you can begin “work”**. This is a visual art course; often we will need to communicate to each visually through sketches and diagrams. Your sketchbook is also a useful place to keep you class notes.

You are required to actively participate in all group discussions and critiques.

Attendance

The classroom experience is a vital part of college education. Interaction with instructors and other students is an important element in the learning process. Students are responsible for the material covered or assigned during any absence.

Good attendance and punctuality are expected for this course and will strongly affect your grade. Only four (4) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade (10 pts). Excused absences include religious holidays, a verifiable death in the immediate family or doctor's note.

Students should come to class on time and stay for the entire scheduled class. Arriving late or leaving early three times will be counted as an absence. You are responsible for the material missed when you are tardy, and please do not disturb the class.

Evaluation

Each project is graded on a 100-point scale. Each project will be awarded one grade. You may re-work one studio problem for a new grade.

90 - 100 = A
80 - 89 = B
70 - 79 = C
60 - 69 = D
59 and below = F

Late Work

All student work must be turned in on time. An unexcused absence from a critique will result in your project grade being reduced one full letter grade (10 pts). Late work will be reduced one full letter grade (10 pts) for every class late. It is your responsibility to turn your work in on time, and to catch up when you are absent from class.

Plagiarism

Plagiarism, which is the use as one's own of material originated by others, will not be tolerated. Frequent examples include: failure to document properly a paraphrase or quote; buying or selling a paper; and permitting someone else to create work which one submits as his/her own. Plagiarism, as well as any other form of cheating, will result in a grade of "0" on the paper, quiz, or studio problem. More than one instance of plagiarism will result in failure of the course.

Materials List

- 1 GB Flash Drive
- mini-dv tapes
- CD-R media with plastic cases
- DVD-R media with plastic cases
- Sketchbook and various printer paper

Disability Policy

Any student who has a disability that may affect his/her academic performance is encouraged to make an appointment with me to discuss this matter, or you may contact Disability Services; Telephone 221-6230; voice 221-6278; voice tty.

Policy on Minors

Minors (any non-student under that age of 18) accompanying staff, faculty, students, or visitors on campus are not permitted in the classroom.

Academic and Classroom Misconduct

Students are expected to conduct themselves appropriately at all times. Academic and classroom misconduct will not be tolerated. Students must read the "Code of Student Conduct" in the new Student Handbook for the understanding of what will be expected of them within the academic setting.

The above schedule and procedures are subject to change in the event of extenuating circumstances.