ART-3160 New Media Painting, 4 Credits  Spring 2015

COURSE INFO:
John O'Connell
Office hours: Mon- Wed. 11:50-2:50 or by appointment
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Mailbox in art office
Class Time: Mon.-Wed. 11:50-2:50
Location: Art 353

COURSE DESCRIPTION

This course will serve as an introduction to the use of digital technologies as a means of realizing paintings. Students will utilize strategies for the integration of digital media into their painting research. It will explore the conceptual and aesthetic possibilities of the digital process with a strong emphasis on the integration of technologies into traditional painting practice. Prior computer skills are not required. Demonstrations will provide the necessary skills for the exploration of both the practical and expressive possibilities of these technologies. The software programs introduced in this course will be Adobe Photoshop, Illustrator and Final Cut Pro. Students will explore input, output and data/image manipulation in a non-linear process of both traditional and digital painting practices.

COURSE CONTENT

This course will engage all the traditional issues of a 3000 level painting course i.e. formal elements, student driven content, critical thinking, problem solving, painting practice and critical theory, with an additional emphasis on utilizing digital content. The digital component will emphasize the integration of a non-linear process between digital input, digital manipulation, output and traditional painting practice. All four areas present unique aesthetic, conceptual and technical concerns to be explored within the context of this class.

COURSE OBJECTIVES and OUTCOMES

Students Will:
• Develop and define a cohesive body of work utilizing digital resources.
• Become knowledgeable of contemporary digital practice in relation to painting
• Integrate digital strategies into their body of work
• Be conversant in the collection and management of digital visual information.
• Be conversant in the virtual manipulation of visual information.
• Be conversant in the outputting of digital information.
• Discover new and innovative methods for realizing their work.
• Create conceptually, formally and technically resolved works of art.
• Write a cohesive project statement specific to this body of work.
TEACHING/ SPACE METHODS

This class will be taught in a painting studio classroom. The work of contemporary artist and computer program demonstrations will be shown and discussed. Students will complete all assigned digital tutorials, projects and operations outside class time. Students will be expected to meet set deadlines and levels of proficiencies. The classroom studio will be used primarily as a demo/painting studio.

POLICIES

ASSIGNMENTS:
Your assignments will correspond to lecture topics and class discussion. Upon turning in a finished piece you will include all preliminary work in idea generation (thumbnails, presented in an organized manner), and idea refinement. Of course, like any good art or design course, critiques and student presentations will be part of the process. Assignments and due dates will be described on handouts. Meet the deadlines! Late assignments WILL lower your grade.

PRESENTATION STANDARDS: You are expected to make a quality presentation regardless of the stage of development of the project, this applies to final and mid term portfolios, and any written assignments. The work should be presented in a professional manner that values and supports your intentions for the work. Work NOT meeting these standards will NOT be discussed, and there is nothing more frustrating than having no response to your work.

CRITIQUES:
Critiques are a vital part of evaluating your work. Ideally, they are a forum for the exchange of ideas, information, and opinions. They will be frequent, and serve to improve your technical and conceptual skills. Learning to focus on the work being critiqued and not on the individual who created it is the key. Everyone is required to participate this may be the most important feature of the entire class.

MID-TERM AND FINAL:
Mid-term and final requirements are due on the dates specified on the course schedule. Specific requirements for each project and portfolios will be described on separate handout sheets.
ATTENDANCE:
Attendance is required. Period. There is no practical way to recapture material covered in class. If you don't attend you simply are not getting the information you need to earn four credits. Two absences for the semester will be tolerated; however, you are still responsible for turning all assignments in on time and for getting missed course material from your peers! Three absences will begin to lower your final grade for the semester in increments of one grade point, due to missing vital class material. In other words, if you have earned an "A" for the semester but you racked up three absences you earn a "B". If you have four absences, a "C", etc. You will fail the course, eventually, if you accumulate enough absences. If you are absent for a medical reason that is one of the two allowable absences. It is not a separate absence. If you have a serious, life-threatening illness, which will accrue more than two absences, a handwritten and signed letter from your doctor (with a telephone number so that it can be verified) is required. Then see me for any handouts or pertinent announcements you may have missed. I will not, however, function as a personal tutor for missed class material. You are expected to arrive on time and remain until the end of class. Mechanical failures (alarm clocks, car failure, etc.) are not valid excuses for absence. Lateness will count as a half absence. Skipping out early will also count towards a half absence.

GRADING:
Grading is based on out of class assignments, class participation, (work in class, attendance), and final review of portfolio. The specific grading criteria for assignments and the grading process are explained on a separate handout. Out of class assignments are given to reinforce materials covered in class and are to be built upon in the immediately following classes and are therefore time sensitive. If you must readress projects (or parts of projects) on which you have done poorly, see me first to explain your plan of action. Then you may proceed to rework. You will present the original grade sheet, along with the rework. The final grade will be an average of the original grade and the rework. Your Final Grade will be a combination of all grades given during the semester, as well as an overview of your complete portfolio for the entire semester. All assignments must be completed to pass the course.

LATE ASSIGNMENTS:
An assignment must be presented on the assigned due date or it is considered "late". It will also be considered "late" if the project is there but requires additional work to be completed. If this is the case, the project, exercise, or in-class assignment is assessed as follows under the current late policy: For each day the project, exercise, or assignment is late the penalty is one grade point off. In other words, if it was "A" quality work, a day late will drop it to a B. The next day that B becomes a C. The following day, the C becomes a D and the day after that the D becomes an F. It only gets worse from there. If your project, exercise or assignment was not "A" quality to begin with, you can have serious problems very quickly.
INCOMPLETES:
If you are very ill or suffering from personal problems that prohibit you from attending class, please withdraw by the posted deadline and reschedule the class when you are in a position to attend regularly. Incomplete will be granted only in the most extenuating circumstances. If you have a valid medical excuse or unusual family emergency, and you've completed the bulk of course work for the semester, an incomplete is possible.

NEEDS:
The University of Utah Department of Art and Art History seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in this class, reasonable prior notice needs to be given to the instructor and to the Center for Disabilities Services http://disability.utah.edu 162 Olpin Union Bldg., 581-5020 (V/TDD) to make arrangements for accommodations. This information is available in alternative format with prior notification.