

ART 2016-103

INTRO TO STUDIO ART AND DESIGN

RM.210 Wey Hall

*This class will be taught 100% entirely
ONLINE with all course materials
found at: edmidgett.NET and ASUlearn*

COURSE DESCRIPTION AND OBJECTIVES:

An introductory exploration of contemporary studio art practice, with a specific thematic focus. Students will experiment with materials and techniques, complete research on visual/thematic topics, and document their developing ideas. Projects will introduce a variety of two dimensional, three dimensional, and time-based media. Sample themes include topics in culture, technology, history, sociology, and the environment. Studio six hours.

Barring duplication of content, students not majoring in BFA Studio Art or BA in Art & Visual Culture with a concentration in Studio Art may repeat the course for a total credit of nine semester hours.

This is an introductory course in the use of the computer specifically for alternative image-manipulation by artists and designers. The course concentrates on the use of the computer as a creative form of artistic self-expression. Experience in previous computer, drawing or photography courses is desirable but not necessary. This course emphasizes advanced visual problem-solving using the computer as the primary tool in combination with other art media.

Students will study advanced software and hardware applications as they apply to creative image manipulation, developing a personal process for creative problem-solving utilizing the elements and rules of design. Students will be encouraged to develop several possible solutions for all assignments by exploring ideas in PRELIMINARY SKETCHES, which will be reviewed in presentation by virtual class critique throughout the working process. *Process is everything regarding final grades.* Students will be required to document ongoing progress on Blogspot.com, which will also serve as a community portfolio for class and individual critique. Working within proper procedures (i.e.-preparedness for critiques) during preliminary conceptual (idea) stage to finished state will be a factor in determining student's final grade. This Course is not merely about technique or perfecting the final masterpiece but rather is about the exploration and experimentation with new media and the welcoming of "chance" and "happy accidents" into your process for visual conceptualization and problem solving. Software we will be exploring this semester will be Adobe Illustrator and Photoshop.

ED MIDGETT-
OFFICE HOURS: By Zoom (*by appointment*)
<http://edmidgett.NET>
midgettae@appstate.edu

REQUIRED TEXTBOOK:

All in lieu of textbooks, students will be required to watch videos posted on ASUlearn. Students will have assignments from these online sources for most class days listed on ASUlearn and the course calendar.

MATERIALS AND SUPPLIES:

Students will need access to a fast computer for ZOOM meetings as well as access to Adobe Photoshop and Adobe Illustrator. All labs on campus will have this software installed and students can download copies for their personal computers [here](#).

Students will need a GLUESTICK for later projects which can be purchased on the 3rd floor of Wey Hall in the Art Dept Store after it opens.

Students will need ACCESS to a Digital Camera, either their phone or DSLR checked out from the library.

Students should use thumbdrives, or other external storage devices for storing work. The cloud (Google Drive/Dropbox, etc) is also encouraged for students to back up work periodically. Bigger storage is always better. Costs for other miscellaneous supplies may be required during the semester, depending on your solution to the assignments. Professional presentation for ALL project submissions is required for ALL course projects. For this class, this means an organized blog with demonstrated process and final stages of the images.

LAB TIME AND RESPONSIBILITIES:

Students should understand that there is a great deal of information to cover in a very short amount of time, that this knowledge can not be obtained without the necessary "hands-on" experience, and that the student is expected and required to spend a certain amount of time using the software in order to develop technical proficiency.

The Department Labs should be open from 8-11 PM Monday through Friday and through the weekends. Students must access course software from other labs on campus or personal workstations during other times.

PROCESS

Students final grades will be largely assessed from demonstrated progress from class critiques on required assignments during the semester. Final Grades are largely determined from posted process on all assignments.

All students are required to post this process on blogspot.com with *content exclusively for this class*. We will use these blogs as a portal for class critique throughout the semester and as an archive for your work.

ART 2104-101 DIGITAL IMAGING

PLAGIARISM

Plagiarism will be reported to the Dean for the College of Fine and Applied Arts. Plagiarism will be dealt with in accordance with Appalachian's Code of Academic Integrity. THERE ARE LAWS AGAINST MISAPPROPRIATION OF IMAGE, IF IN DOUBT, SEE ME.

Disabilities Act

Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990 requires Appalachian State University to provide an "academic adjustment" and/or a "reasonable accommodation" to any individual who advises us of a physical or mental disability. If you have a physical or mental limitation that requires an academic adjustment or an accommodation, please arrange a meeting with me at your earliest convenience, well in advance of the first Critique.

ABSENCES / ATTENDANCE

This course is 100% online for Fall 2025. All work will be documented online at blogspot.com. The blogs will serve as a portal. The class will consist of a number of my personal video lectures /demonstrations posted online along with periodic assignments. There will also be occasional ZOOM meetings, both optional meetings with Ed for one on one help and feedback.

CLASS CRITIQUES / FINAL CRITIQUES / LATE WORK

Students are absolutely required to participate in class critiques and respond to other student's work virtually. Students who do not show anything new during the work up class critique procedure will receive one letter grade off the final grade for the project for each time they neglect to exhibit and/or participate during work up Class Critique.

Absolutely no work will be accepted by students who miss final critique dates without a documented excuse.

Students MUST have work ON THE BLOGS posted when indicated on ASUlearn.

Students unprepared to participate during work up class critiques will receive a letter grade off the final project for each work-up critique missed.

Students are required to participate on the blogs during all class critiques, demonstrations and discussions. It is during this time that the exchange of ideas and opinions among your peers will lead to a better understanding of the design process, lending a subjective and objective viewpoint to your visual solutions. It is also during this time that we arrive at a common dialogue with which to approach visual problem-solving. We are all in the same boat, and the student is encouraged to freely express his/her opinion in class critiques, as we all share valuable personal individual experiences that are as important and relevant as anyone else's ideas and opinions. Students will be encouraged to talk about and defend their work.

Students who miss FINAL critique dates or are not prepared to put a project up for critique on due dates will receive a "0" for that project with no chance of re-doing the project for a change of grade. Students with a legitimate medical excuse are expected to turn in work on the blogs at the next class meeting. Work from these students will not be accepted any later than one week following the final due date.

If for any reason whatsoever you are not satisfied with the grade or the quality of your project, those students who attended and participated in the blog critiques will have the opportunity to re-do any project for a complete and total change of grade. Re-done projects will be due no later than one week after they are handed back.

PHOTOGRAPHY ASSIGNMENT FOR PROJ. #3

ALL Students are required to take a series of 40 photographs of the theme for Proj. #3-"The Cyclical Nature of Things". These digital files may NOT have been taken for any other class or any other assignment prior to this course. They should be at the highest resolution possible for your camera. Students not having a camera can check one out of the library. Students must shoot a minimum of 40 images for this assignment and have them tested to view on a Mac in time for crit day. Any Film images must be developed and digitized before critique. Students not having images for critique on the time indicated on the syllabus will be considered unprepared, and will be considered absent for the class critique as well as receive a letter grade off for Project 3's grade. PLEASE DO NOT MISS THIS DEADLINE FOLKS!!!!

FINAL PORTFOLIO

Students will be required to submit a neatly prepared portfolio of all final projects, rough sketches, and class exercises on the student's course blog.

GRADES WILL BE DETERMINED FROM THE FOLLOWING:

- 20% PROJECT #1- FANTASY APPLIANCE
- 20% PROJECT #2- DESTROY the Icon
- 20% PROJECT #3- THE CYCLICAL NATURE OF THINGS
- 20% PROJECT #4- VISUAL SEQUENTIAL NARRATIVE
- 20% PROJECT #5- OPEN PROJECT

A= EXCELLENT. Outstanding, innovative approach to the problem. Goes well beyond the requirements.

B=ABOVE AVERAGE. Goes beyond the basic requirements of the problem.

C=AVERAGE. Satisfies the basic requirements of the problem.

D=BELOW AVERAGE. Does not satisfy the basic requirements of the problem. Problems with procedure and attitude.

F= FAILURE. Falls well below University standards for solving the basic requirements of the problem. Severe attitude and procedure problems.

The instructor will keep an accurate record of the student's performance. Final projects will be given two grades; concept-design (50%) and technique-craftsmanship (50%). Demonstrated process during concept to final state is also a factor for final grades. Neat presentation (matting, acetating, etc.) is also a consideration for final grades. Students majoring in Art enrolled in Art 2104 must make a final grade of "C" or higher in order to receive credit for this class towards degree requirements.

Realizing that there are only FIVE major projects which will constitute your final grade, in order not to receive a "0" on a project, students are strongly advised to always be prepared to put something up on the blogs for critique on due dates indicated on the course calendar. Under no circumstances will deadlines be extended.

Students lacking supplies or other preparation will be considered absent. Conscientious preparation and learning to schedule and budget your time is vital to your creative growth, so lack of participation in all critiques and/or weak preparation can result in failing the course.

WORK UP CRITIQUES

All work up and final critiques will be accomplished online, students will be required to optimize their images and upload them to the web for group crit. Students will respond to each others images outside of class during work up and final critiques.

FINAL CRITIQUES

All Final Critiques will be accomplished online with clear links to navigate to your image. All Final PRINT Projects must be a minimum of 11" x 17" at 300 DPI resolution. All Work is due the Last Day of Class.

ART 2104-101 DIGITAL IMAGING

course projects

This course involves high-end digital image manipulation and electronic processing of photographic imagery as a form of creative expression. The primary software we will be using will be Adobe Photoshop. Although students will not be required or expected to master every single technique in Photoshop, but instead should expect to gravitate towards those skills that are more relevant to their own needs, interests and personal visions as artists.

By the time indicated on the course calendar, you are to have shot at least 40 images that relate to Project 3- The Cyclical Nature of Things. During the semester- be thinking of specific images you might use for Proj.3. Try to use less literal imagery which you think might be more open to interpretation. Think metaphor.

PROJECT #1 - FANTASY APPLIANCE-

Appliance
noun,
a device or instrument, especially one operated by
electricity and designed for household use.

Size: 11 "X 17"

SOFTWARE: Adobe Illustrator
Black and White LINE ART (Vectors only)
Adobe Illustrator

Design a Fantasy Appliance combining elements that are normally viewed as disparate in nature. This is a black, white and grayscale problem, color is not allowed. PLEASE DO NOT SHOW PROOFS OR WORK IN COLOR. Try to re-invent your own space, creating an image instead of a picture. Try REPEATING a specific part of your image to create a pattern. Relate your focal point to this pattern.

Object oriented, vector based Line art ONLY for this project.
Bitmapped or Paint software is NOT allowed at all. Color is not allowed at all.

The objective is to make the viewer aware of the connectedness between things which are usually seen as altogether dissimilar. Strive to relate these elements in an effort to arrive at a new and compelling meaning within the context you create. Try to force the viewer into seeing your object differently than to which they are accustomed, gaining some insight into why these elements could be seen as connected. A second emphasis is an awareness of advantages and disadvantages of Bit Mapped vs. Object-oriented graphics software.

PROJECT #2 - DESTROY the ICON / Variations on a Theme

Size: 11 "X 17"

SOFTWARE: Epson II Scanner,
Photoshop

1. Find a photograph that you would consider an Icon.
Something or someone that is dramatic or compelling as an image that has been burned into the public consciousness.
THIS MUST BE A SCANNED PHOTOGRAPH not off the web and NOT ARTWORK.

2. MANIPULATE the image until you feel it has been changed enough to become fair and "legal" to use (without permission of the original photographer).

3. Create A SERIES OF AT LEAST 4 IMAGES using this image as a point of departure. These images should be MONTAGES, using Photoshop's blending mode features. They are EXPERIMENTS AND WORKS IN PROGRESS, used as points of departure for leaning the software. Take Chances.

4. One image must be PATTERN-BASED, and one image must incorporate a SCANOGRAM.

PROJECT #3 - THE CYCLICAL NATURE OF THINGS- Visual Narrative.

Size: 11 "X 17"

SOFTWARE: Epson II Scanner, Photoshop

Combine several images involving aspects of your personal life that have to do with the theme THE CYCLICAL NATURE OF THINGS. ALL STUDENTS WILL BE REQUIRED TO SHOOT AT LEAST ONE ROLL OF FILM (if using film) or preferably a MINIMUM OF 40 DIGITAL IMAGES. These images will be graded and critiqued on dates indicated on the course calendar. Students without images shot specifically for this project at that time will receive a letter grade off on their final grade. Students should begin collecting images for this project from the first day of class.

The purpose is to relate an alternative idea or opinion that you may have about the subject (THE CYCLICAL NATURE OF THINGS) to the viewer in a UNIQUE, NON-LITERAL COMPELLING manner. Think Metaphor.

PROJECT #4 - VISUAL SEQUENTIAL NARRATIVE- Size: OPTIONAL

SOFTWARE: Epson II Scanner,
Photoshop

Create an image that unfolds in a narrative fashion. Try to convey a sense of time and/or motion to your imagery in a sequential manner, incorporating time and space into the other design elements (line, texture, value, shape and color).
The CONTENT should either relate a narrative story or opinion and may be accomplished as a FLEXAGON (origami) or an ACCORDIAN BOOK.

PROJECT #5- OPEN PROJECT

Size: OPTIONAL

SOFTWARE: Epson II Scanner,
Photoshop

This project will be of the student's own making and is completely open. Students are encouraged and expected to apply what they have learned so far with their own disciplines and personal visions, "pushing the envelope" in terms of the final form of the work and communicating a personal idea with their content.

This project will take the form of a digital FLIPBOOK or ANIMATED GIF.