Art 22 | Computer Programming for the Arts

Meeting: TR 9:00-11:50 AM ***when applicable

Instructor: Mark Hirsch

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TA: Weidi Zhang

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office hours: by appointment

class GitHub account:

https://github.com/UCSB-Art-22-Spring-2020/

Description

This course explores the use of computer code as a mode of creative practice. We will discuss the history, practice, and current trends in computational art through a blend of theoretical and project-based learning. Through weekly examples and projects, we will learn to implement core concepts of computer science and generate interactive, digital artworks. In addition to the theory component and in-class studio sessions, weekly guest lecturers will share work and demonstrate the myriad possibilities of creative output through computational tools. The course is oriented around 4 core topics of creative coding: generative design, image processing, interactivity, and data visualization.

Weekly Structure:

Tuesdays

Review assignments

Introduce new topic (video lectures to be viewed on your own schedule)

Coding activity (as described in the video lectures)

Thursdays

Continue exploration of weekly topic (video lectures to be viewed on your own schedule)

Project assignment

Remote Instructor/TA office hours (by appointment)

Course Aims

Through this course we will seek to:

- master core concepts of computer science
- utilize computational tools for creative output
- integrate computer programming into daily creative practice

Grading

10% Attendance

10% Participation

50% Assignments

10% Midterm Exam

20% Final Project

[source: https://my.sa.ucsb.edu/catalog/Current/AcademicPoliciesProcedures/GradingSystem.aspx]

All assignment and projects need to be uploaded to the course website. For each, 80% will be based on completion (code finished and uploaded before the deadline) and 20% on effort (the work communicates a significant effort and time, the code is well formatted and commented with clear instructions, attention was given to detail and overall presentation)

[source: *Escalante*, Art 22 Syllabus 2018-2019]

Attendance & Conduct

Attendance at all lectures and sections is required unless you provide documentation of illness or emergency and notify your TA of your absence/lateness ahead of time. Proper notification will prevent a negative impact on your attendance. However, it does not exempt you to complete any work assigned during your absence. If you miss class it is your responsibility to catch up on the work. Two late arrivals will count as one unexcused absence. Each pair of unexcused absences will lower your final course grad one level (A to B, B to C...).

[source: *Escalante*, Art 22 Syllabus 2018-2019]

From the UCSB Art department *Intellectual Challenge Policy*:

"Intellectual challenge and academic rigor are among the foundations of our program. Our faculty foster communities of inquiry and free speech based in self-awareness, individual responsibility, and an informed world view. We encourage divergent opinion and cogent argument, believing lively debate, exposure to differing viewpoints, and a certain level of discomfort are essential to intellectual and artistic growth.

In our classes, students will be shown work and introduced to theories and practices that may challenge their beliefs and assumptions. Students are expected to think critically rather than react impulsively; to consider opposing viewpoints and others' opinions and experiences with openness and thoughtfulness; and to engage in a manner befitting themselves as artists and scholars in this university, an institution of higher learning."