

Art & Code & Interactivity

ARTS 4090-01, ARTS 6090-01

Tuesday, Friday noon - 1:50pm

West Hall 214

Fall 2019

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Office Hours: Tue and Fri 11am – noon, and by appointment

“ 2. Rational judgments repeat rational judgments.

3. Irrational judgments lead to new experience. ”

– Sol Lewitt. Sentences on Conceptual Art, 1969.

Abstract:

Art && Code && Interactivity is primarily concerned with: learning how to build any interactive experience artwork from concept to completion and stretching the definition of art and the definition of code.

Learning Outcomes:

By completion of the course...

- Students will be able to create interactive experiences with OpenFrameworks
- Students will be able to break down a conceptual idea into manageable technical parts
- Students will be able to solve a project's unknown, unknowns

Graduate Students will additionally...

- Students will give a tutorial or presentation on a related OpenFrameworks addon or other open source software tool, history of open source software, etc

Supplies:

Required:

- Course website: <https://github.com/ACI-F19-ORG>
- Programming Interactivity. 2ND Edition. Joshua Noble.

Suggested:

- Getting Started with Arduino. Massimo Banzi.
- C++ Language Tutorial. Juan Soulié. <http://www.cplusplus.com/doc/tutorial>
- <http://www.cprogramming.com/tutorial/>
- <http://pkmital.com/home/teaching/va-workshop-audiovisual-processing-for-ios/>
- <http://www.openframeworks.cc/tutorials/>

- <http://gitref.org/>
 - <http://try.github.com/levels/1/challenges/1>
- On-line through RPI Library:
- Programming Interactivity. 2ND Edition. Joshua Noble.

Important Points:

Excuses:

Excuses are only acceptable in the following four scenarios: death of family member, a note from doctor or documentation of hospitalization, viable religious observance, and presentation or exhibition of academic work or research at a conference, symposium, gallery, museum, etc. Singular sick days are excusable without documentation within a reasonable limit – for example: two. Illness spanning two or more consecutive class days is not excusable without documentation. Excuses must be declared and accepted before class time by phone, email, or in person.

Studio Format/ Work Load:

This course does not require everyday attention, although it is a studio course and will require six to ten hours of work outside of class each week on average.

E-mail:

E-mail is the most effective communication with me outside of class. I will use your RPI account to communicate with you.

Distractive Computing:

No computing, exceptions are: following in class demos and work in class. Refusal to turn off monitors, close laptops, etc will result in receiving an absence for that day.

Grading:

Assignments:

- Assignments are due at the beginning of class.
- Twenty-five percent of an assignment's total points will be deducted per day late. Days are calculated by the time an assignment is due.
- You will be required to speak and present your work. You will also be required to speak about your colleagues' work. Part of each assignment grade will be based on your participation during critique.
- Voluntary extra assignments for an increase in a final grade will not be accepted.
- Redoing an assignment for a potentially higher score is acceptable only if the assignment was originally turned in on time and if the re-completed assignment is submitted within four days of the assignment's original deadline.

Attendance:

- Attendance is mandatory and taken at the beginning of class.
- Only disputes brought to the instructor's attention within one week of the infraction will be considered and discussed.
- Each three absences equal reduction final grade by one letter.

Overall:

- All appeals must be brought to the instructor during office hours or at a scheduled time convenient to both parties. Keep in mind that an appeal has the potential to raise or lower your grade.
- Midterm grades will be sent individually to your RPI email account. However, you may request grades at any time.

Grade	Total Points	Expectations
A	100 – 93	Excellent: consistent effort, timely, aesthetic and conceptual/intellectual
A -	92.99 – 90	
B +	89.99 – 87	
B	86.99 – 83	Good: effort, timely, aesthetic or conceptual/intellectual
B -	82.99 – 80	
C +	79.99 – 77	
C	76.99 – 73	Satisfactory: some effort, timely
C -	72.99 – 70	
D +	69.99 – 67	
D	66.99 – 60	Passable: little effort
F	59.99 – 0	Failure

Academic Integrity

Student-teacher relationships are built on trust. Students must trust that teachers have made appropriate decisions about the structure and content of the courses they teach, and teachers must trust that assignments that students turn in are their own. Acts which violate this trust undermine the educational process. The Rensselaer Handbook of Student Rights and Responsibilities defines various forms of Academic Dishonesty and you should make yourself familiar with these.

All work produced in this course must be original and created by the student. First infraction will result in a failure for the course and a report to the Office of the Dean.

Collaboration

Collaborative work and discussion is encouraged. Instructor must be notified of students' intention to collaborate on assignments well ahead of that assignment's deadline. Instructor will determine whether or not collaboration will be allowed. Upon assignment completion, there must be documentation of each member's contribution to the finished assignment. The instructor reserves the right to award members of the collaboration different grades.

Project Assignment Schedule:

Projects are due on the date that matches the end of their time block. For example, the first assignment “GIT && OF && Vimeo” is due Sept 10th. Readings are supplied for students’ use in relation to project assignments. Discussion about readings will not occur unless otherwise notified during the class time in which they are assigned.

Day	In Class	undergrad	graduate	graduate	EMPAC		
30-Aug	Intro, Inspiration, setup	GIT && OF && Vimeo 10%	GIT, OF, Vimeo 10%	Tutorial 10%	Sept 14 Behind the Scenes		
3-Sep	Mon -> Tue - No Class						
6-Sep	GIT, problem solving						
10-Sep	drawing						
13-Sep	drawing & animating	Interactive Graphics && Sound 25%	Graphics && Sound 20%				
17-Sep	animating						
20-Sep	play/gen sound						
24-Sep	sound ctn, inputs						
27-Sep	Work In Class						
1-Oct	Work In Class						
4-Oct	IGS Crit						
8-Oct	OpenCV, tracking	Kinect Camera 25%	Kinect Camera 20%		Oct 10 Sondra Perry Oct 12 Tour Vision		
11-Oct	Slit scanning						
15-Oct	Kinect, depth sensors						
18-Oct	Work In Class						
22-Oct	Work In Class						
25-Oct	KC Crit						
29-Oct	Code, encode, coding	Code && Poetry 15%	Code && Poetry 15%				Nov 2 Tour Video
1-Nov	Lang Options						
5-Nov	Work In Class						
8-Nov	CP Crit						
12-Nov	Live-Coding/ Sonic PI	Live Coding 25%	Live Coding 25%				
15-Nov	Hydra/ The Force						
19-Nov	Tidal/ Gibber						
22-Nov	Visor						
26-Nov	Work In Class						
29-Nov	Thanksgiving - No Class						
3-Dec	Work In Class						
6-Dec	Performance						
10-Dec	Performance						

Changes to syllabus may be made at instructor's best discretion with notification to the student