Montclair State University

New Course Proposal

Date In	11/9/2015
Course Number	ARFD200
Proposed Course Title	Process and Media III—Time
Abbreviated Course Title	
College School	SAR
Department	FNRT
Minimum SSH	3
Maximum SSH	3
Maximum Repeat	
Pass/Fail	No
Student Contact Activity 1	Lecture | 2
Student Contact Activity 2	Studio | 4
Student Contact Activity 3	|
Course Delivery	Face to Face
Proposed Capacity	19
Cross List 1	
Cross List 2	
Cross List 3	
Prerequisites	Prerequisites: ARHT102 Visual Culture, ARFD100 Perceptual Drawing, ARFD102 Drawing as Research, ARFD101 Process and Media I—Surface, ARFD104 Process and Media II—Space, and, ARFD103 Color and Light.
Corequisites	
Full Description	Students learn and apply digital and aesthetic skills to create works with time as an essential element. The course investigates concepts of change, sequencing, transformation, duration and narrative. Study of audio, video, animation and performance art provide a contemporary context for analysis of the various ways that time-based media communicate. Projects may include applications to installation/performance art, motion graphics, stop motion animation and digital media, such as video, social and presentation. At the end of the course the students will partake in a portfolio review of the work created through the foundation courses. Successful completion of the portfolio review will enable students to move into the studio sequence of their major.

Teacher Cert Program	No
Special Fee	
Adequate Facilities	No
Explain	Additional Art and Design Digital Labs are required.
Adequate Faculty	Yes
Explain	This course will be taught by existing Art and Design faculty and adjuncts.
Purpose	Introduces students to a variety of digitally-focused techniques and aesthetic practices through creating time-based work.
Specific Course Learning Objectives	This course is an examination of the fundamentals of 4D design. Students develop a perception of change within temporary and four-dimensional variables. Through research, discussion, projects, and critiques, they will analyze conceptual and functional aspects of 4D. They will have hands-on comprehension of digital still and video cameras, imaging (Adobe Photoshop), and nonlinear editing tools (Adobe After Effects, Quicktime Pro). Projects will incorporate sound (synchronization, soundscapes, image relationships); time (duration, layering, sequencing); narrative (storytelling, storyboarding, kinesthesis, and editing techniques); and movement (frame recording, construction/deconstruction, vector, apparent/actual/fictive/interactive motion). Students create 4D artwork responding to their conceptual goals. They are required to use at least one of the concepts/techniques/approaches seen in class, but can also supplement work with techniques from your previous knowledge, or research and experiment with new approaches. The course will culminate in creating a portfolio of works created from this and other foundations courses, for final review.
Assess Course Learning Objectives	Studio professor will evaluate students' grasp of learning objectives by taking note of the following: · Her/his ability to interpret and identify unique and workable approaches to projects · The extent to which s/he avails her or himself of the creative process (e.g., research, mapping, planning, etc.) · Quality of sketch/note book(s) · Thoughtful application of visual and narrative strategies · Level of craftsmanship and her/his attention to detail · Student's ability to describe what s/he has made in relation to project requisites · Level of engagement during class discussions and formal/informal critiques of work
Scope	An exploration of creative problem solving through examining contemporary technology, time, motion and four-dimensional studio practices. Topics cover the principles of intensity, interactivity, spatial relationships, speed, and transitions as they impact the creation of 4D artworks.
Course Content	-A historical and contemporary variety of textural, tactile and physical processes and materials relevant to all areas of emphasis. -Build upon the basic elements of 2D and 3D design to identify 4D elements as they relate to emerging practices -Provide a firm foundation in techniques and principles of 4D media -Students are encouraged to think beyond purely formal aspects of art creation and to produce work that engages a broad thematic concept

	-Shooting photographs, video, stop-motion animation, and recording audio -Editing video and sound -Resolution and Raster/Vector Files -Recognize and apply elements and principles of design in the production or analysis of 4D work -Promote and reinforce creative thinking, observation and problem-solving -Demonstrate conceptual and technical proficiency applying a variety of 4D approaches and media -Identify subject, form, context, physical, emotional and intellectual content -Brainstorming and research -Techniques/approaches/media -Elements of 2D and 3D Art and Design including shape, topography, movement, defining space, visual weight, sound, lighting, contrast, direction/reflection, repetition, pattern, rhythm, scale, frame of reference, series, sequence, duration and scene -Three-point lighting, dynamic lighting, shadow, ambient and specific lighting
Required Reading	Making Art: Form and Meaning Author: Terry Barrett Digital Art (second edition) Author: Christine Paul Elements and Principles of 4D Art and Design Author: Ellen Mueller Sight, Sound, Motion: Applied Media Aesthetics Herbert Zettl, 2010
Methods Evaluation	Presentations,Projects,Quizzes
Selected Bibliography	Graphic Design the New Basics Ellen Lupton and Jennifer Cole Phillips Sight Sound and Motion Applied Media Aesthetics Herbert Zetl Understanding Comics The Invisible Art Scott McCloud The Fundamentals of Digital Art Richard Colson Picturing Time The Work of Etieene-Jules Marey Sons & Lumieres Centre Pompidou Stopping Time The Photographs of Harold Edgerton Rhythm Science Paul D. Miller In the Blink of an Eye Walter Murch
List Related Programs	Program Requirement Assessment Point FAST Major Requirement Yes

FASH	Major Requirement	Yes
ARED	Major Requirement	Yes
GRDN	Major Requirement	Yes
ANIL	Major Requirement	Yes
INDS		

Meet Goals

How will this course meet 1 or more of the Program Learning Goals (PLG) in the Program Assessment Plan.

(1) Knowledge - Gain, critically assess, and apply essential information regarding art and design practices from historical and current perspectives and their relationship to society. Students will gain knowledge by exploring, discovering, researching, creating and will have the ability to demonstrate their knowledge verbally and in writing.

(2) Creativity - Demonstrate the ability to research and draw connections between their skills and life beyond the studio. Students will be able to make connections through a synthesis of perspective and influences to arrive at a unique aesthetic.

Additional Course Options

Will this course be one or more of the following? If so, see Home Page for additional forms
Hold down the Ctrl key to select more than one method.

Submitted By
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1. Chairperson, Department Curriculum Committee
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Additional Names and Email Addresses when needed.

Additional Signatures:
Name: Email:

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