

**Instructor Information** Instructor: Dr. Casey Farina

**E-mail:** [casey.farina@gccaz.edu](mailto:casey.farina@gccaz.edu) **Office:** 03 - 106

**Phone:** 623-845-4849

**Office Hours:** M-W 11:30 -12:30

### Class Information

**Time:** M-W 9:00 - 11:30 AM

**Exceptions:** 9/4/17

**Location:** GCC Main HT1-134

**Section:** 20147

**Credit Hours:** 3

**Instructional Hours/week:** 5

**Out of Class Hours/week:** min = 5, max = 15

**Final Exam:** 12/11/17 9:00AM

# ART 200

### Materials:



We will be using the Unity game design software in this course. It is free to download at [unity3d.com](http://unity3d.com)



You are required to back up all your work for this class in the cloud. I recommend Google Drive.



You are required to have an external hard drive to back up all your work. Never store your work only on GCC computers.



You are required to bring headphones to each class to listen to tutorials and work on the sound component of your work.



You are required to have a physical notebook to take notes for the class lectures AND tutorials. I recommend this notebook for digitizing and backing up your notes. Leuchtturm Whitelines. **THERE IS NO REQUIRED TEXTBOOK FOR THIS CLASS**

### Course Description:

Animation and object-oriented programming concepts and techniques using industry standard authoring tools applied by the creative industry to animation productions, and interactive media. Introduction to animation and object- oriented programming concepts and techniques using industry standard authorizing tools. Includes tools used by the creative industry for animation productions and interactive media.

### Course Competencies:

- Navigate Program Interface and tools.
- Use animation techniques to create linear experiences
- Create storyboards, develop concepts, visual style
- Use principals of animation
- Create non-linear experiences
- Create and use advanced buttons for user input
- Manipulate text and related objects, variables and expressions
- Use sound in production
- Optimize performance
- Distribute various output formats

**Class Policies:**

- Assignments and projects are due at the time indicated on the course website. Late assignments are reduced one letter grade for each day (not class period) late. For instance, if an assignment is due on a Monday and is submitted on Wednesday, the maximum number of points available would be 80 out of 100. **An assignment or project may not be turned in more than four days late.**
- Students are subject to and must comply with college policies found in the current College Catalog and Student Handbook.
- Treat the lab and classroom as if it were a **professional studio**. Any student who is swearing, distracting other students, and acting in an unprofessional manner will be asked to leave the class. Offer to **help your fellow** students when working.
- The class will consist of a combination of lecture/demonstration and workshop time. During lectures and demonstrations students are expected to take notes and pay attention. Lecture information will not be repeated for students ignoring the lecture.
- **Grade Categories**
  - Projects 80%
  - Assignments 10%
  - Participation 10%
- **Grade Scale**
  - A >=90 && <= 100
  - B < 90 && >= 80
  - C < 80 && >= 70
  - D < 70 && >= 60
  - F < 60

**Online Resources:**

- **Canvas**
- You will access the course content via the Maricopa Instructure Canvas CMS (Class Management System.)
- To login to Canvas: <http://learn.maricopa.edu>
- Your username and password are your MEID. If you don't know your MEID, you may find it here: <https://eims.maricopa.edu/MAW/SOlookupid.pl>
- Quick Guide listed here: [http://cm.maricopa.edu/customer\\_service/](http://cm.maricopa.edu/customer_service/)
- **Maricopa Student Email**
- Email and Canvas messaging are the official sanctioned method of communication in this class. You will need to use your GCC student email to correspond with the instructor and check it on a regular basis. <http://www.gccaz.edu/hd/Email/gmail/gmail.htm>

**Participation & Attendance**

- Attendance is mandatory. You are responsible for the information presented on any day you are absent. The instructor will not fill you in on information you missed while absent.
- You may miss a maximum of **three classes** over the course of the semester. **If you miss two class in a row** with no notification you will be dropped from the class.
- Participating in class with a **positive attitude** is essential for your learning, and the learning process of those around you. Your input is valuable, please share it with the class.
- Your participation in critique and class will be graded.
  - *Ask questions.*
  - *Give feedback.*
  - *Be a positive influence on others.*
  - *Think deeply.*

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### Statement Regarding Special Needs

- If you have a disability that may have some impact on your work in this class and for which you may require accommodations. You need to contact the Disability Services and Resources office, located in TDS 100. Their phone number is 623-845-3080.

### Statement Regarding Internet and Computer Usage

- Internet and computer usage is for class assignments and related research only. Inappropriate use of the Internet or computers is subject to loss of privileges, class withdrawal and other disciplinary action.
- Treat the Digital Media Arts Lab as if it were a professional work environment. Do not watch youtube videos that are unrelated to class content. Students that are using the computers in a way that is distracting to the rest of the class will be asked to leave.

### Statement Concerning Plagiarism

- Plagiarism is defined as presenting the work of another as one's own. More than four consecutive words from a source other than the writer constitute plagiarism when the source is not clearly identified in appropriate document format.
- From the GCC Student Handbook: *"Plagiarism includes, but is not limited to, the use of paraphrase or direct quotation, of the published or unpublished work of another person with out full and clear acknowledgement. Is also includes the unacknowledged use of materials prepared by another person or agency engaged in the selling of term papers or other academic materials."*
- **Clearly attribute (with a hyperlink) any assets you did not create from scratch.**

### Information on Student Information Systems

- The Student Center for information services can be accessed at <http://my.maricopa.edu/> and provides access to finding and enrolling in classes, viewing your schedule and grades, viewing charges and making payments and maintaining your contact information. Accessing the Student Center requires your Maricopa Enterprise ID and password that can be established or retrieved at <https://eims.maricopa.edu/MAW/>. Finding classes at any or all of the colleges in the Maricopa District can be done at <http://classes.sis.maricopa.edu/>.

### Projects Shared with Students

- As a member of this class, you will be required to share the projects you are working on with other students in the class. A class critique involves **offering and accepting feedback from peers**. We will often have an online critique process that you will be required to participate in.

### Disclaimer

- Course content and schedule is subject to change at instructor's discretion to meet the needs of this particular cohort. **The syllabus may change, and changes will be announced in class.**

### Sexual Harassment Statement

- Sexual harassment is any unwelcome, verbal or physical conduct of a sexual nature that is sufficiently severe, persistent or pervasive that it alters working conditions and creates a hostile environment or reasonably interferes with, limits, or deprives a student of the ability to participate in or benefit from any educational program or activity.
- Sexual harassment and discrimination in any college education program or activity are prohibited. Sexual Harassment may include hostile environment harassment, sexual assault, inducing incapacitation for sexual purposes, sexual exploitation or dating violence and stalking.
- Students should report any discrimination and/or harassment they experience and/or observe to the GCC Office of Student Life in the Student Union. Phone (623) 845-3525 or email [laura.dodrigill@gccaz.edu](mailto:laura.dodrigill@gccaz.edu).

### Technology

- In this class, you will be using web-based third-party tool(s) and/or Maricopa's Canvas Learning Management System Learning Tools Interoperability ("LTIs") to complete or participate in assignments, activities and/or access course materials. You may be required to establish a user name or password, submit work and/or download information from these tools. There is, therefore, some risk that individuals electing to use the products and services made available by these tools may place any student information shared with the tool vendor at a risk of disclosure.
- We will be using the Unity game design software in this course. It is free to download at [unity3D.com](http://unity3D.com)
- Additionally we will use other Adobe CC programs to create content that we will animate in p5js. If you would like to use Adobe programs on your home computer I would recommend registering for the student Creative Cloud Subscription.
- **I am not obligated to provide technical support for the installation or maintenance of these programs on your home computer.**
- Please schedule time to use the computers in the Digital Media Arts lab during the week. It is necessary to build this into your weekly schedule. A rough estimate for students that are comfortable with using computers for design work would be three hours of lab time outside of class, per week. If you're not computer literate or have had problems using computers in the past, you should schedule more than three hours of time during the week to be in the lab outside of class. If you are unable to commit to three hours of lab time during the week (and more during the busy periods in the semester) you should consider registering for a different course.
- Working with other students is a great way to share and learn. You are not expected to buy the software used in this class, the Digital Media Arts Lab exists to give students access to professional media authoring tools.

