LOUISIANA STATE UNIVERSITY

Digital Art Synthesis	Spring 2016

Course Number	ART 4290	Section Number	01
Room	Art Building 330	Class Times	Studio: **Tu** 12:00 - 2:50 Class: **Th** 12:00 - 2:50

Faculty	Derick Ostrenko	Office Location	Art Building 321-B
Office Hours	pick.co/derick	Email	dostrenko@gmail.com

Course Description

This course is intended to foster the initialization, development, and execution of a digital art project throughout one semester. Through research, critique and self-driven studio production outside of class time, you will create, refine and professionally present a project intended for the art, entertainment or cultural industry. In addition to creating a strong portfolio piece (or group of pieces that form a coherent body of work) you will focus on formulating and communicating the ideas that defend your project in writing and oral presentation. Supplemental topics in the course will examine careers in digital media and the creation of a portfolio and/or demo reel.

Learning Objectives

- Technical Competencies
  - During this class you will learn what it takes to create a demo reel or online portfolio that showcases your work.
  - You will create an online presence or portfolio for your work.
  - Students will learn professional practices including workflows and pipelines for digital media.
  - Students will learn about creating a resume and how to write about themselves in the the form of a bio or artist statement.
  - Students will also be able refine their interview skills.
- General Competencies
  - Analyze and incorporate historical and contemporary ideas and strategies across various digital genres.
  - Speak and write effectively through medium-specific writing forms and speaking exercises.
  - Develop innovative, artistically and culturally relevant projects through a process of idea formulation, planning, researching, experimenting, producing,

seeking feedback, and refining.
- ○ Work efficiently through adopting collaboration, project management and workflow skills.

Methods of Instruction

- Exercises that are due at the *end* of each class.
- Homework that is due at the *beginning* of each class.
- Lectures that open each new topic to provide a creative context within each unit.
- Tutorials and lab Instruction focused on developing technological craft.
- Individual meetings and in-class work time.
- Readings and accompanying discussions.
- Critiques during and after each unit project.

Methods for Assessment

- Course Grading Rubric
  - HW / Production Blog (1 post per week or 15 total)   10%
  - Portfolio   20%
    - Personal Statement
    - Project Statement
    - Final Project Documentation
    - Documentation of 3 past projects
    - Resume or CV
  - Project Development
    - Research Proposal   10%
    - 1st Draft / Critique   10%
    - 2nd Draft / Critique   10%
  - Final Project & Presentation   40%

- Project Grading Rubric
  - Creative Direction   25%
    - Is your project original or innovative? Can the class hold a discussion about it?
  - Design and Intent   25%
    - How well did you execute your aesthetic choices? Do they help achieve your desired result?
  - Conceptual Approach   25%
    - Is your project historically, culturally, theoretically relevant?
  - Technical Mastery   25%
    - How far have you pushed yourself with the pertinent technology? How ambitious is the project? Do you understand the tools you are working

with?

- Draft / Presentation / In-Progress Critique Grading Rubric
  - Progress 33.3%
  - Content 33.3%
  - Presentation 33.3%

Outside Lectures

During this class you are expected to attend at least 1 outside lectures sponsored by one following departments: School of Art, College of Art & Design, or Center for Computation and Technology. If there is a relevant lecture outside of one these departments check with the instructor beforehand if it will count. Upload to your production blog a picture of yourself in attendance at the lecture.

Project Policies

- All unit assignments are to be posted on the website before class.
- Late work will have 10 percentage points deducted right-away and 10 more for every 24-hours it is not turned in. You must email the instructor if you turn work late otherwise you will receive a 0. See LSU PS-22 for valid excuses.
- If you are not present during a critique of an assignment you will receive a 0 unless you have a valid excuse. See LSU PS-22 for valid excuses.
- All video assignments should be uploaded to Moodle as H.264 2 - 5 Mbps encoded video files.
- All course work must be original to this class. No work or project components may be used for this course and another unless approved by the instructors of both classes.

Resources

- File Server
  - smb://desn-knox.lsu.edu
  - off campus:
    http://networking.grok.lsu.edu/categories.aspx?parentcategoryid=2158
- Render Farm Instructions
  - https://docs.google.com/document/d/1005cErwHnze1SPfPHLZqY9T9FhGFeNtwbqiM8kUzkc4/edit#
- Class Website
  - http://moodle2.lsu.edu
- Facilities & Equipment

- ○ The CxC Design Studio
  - ○ Art Building Room 330, 108, and 106a (24-hours)
    - ■ Have your ID card scanned by the Art Office for access.
  - ○ Equipment List
- ● Other Resources
  - ○ College Student Insurance for equipment checked out from CxC
  - ○ CxC Equipment Checkout Form
  - ○ Past Student Work
  - ○ Travel Insurance Form
- ● Learning Resources (Your Textbooks)
  - ○ Lynda Video Tutorials (Free with LSU email)
  - ○ Digital Tutors Video Tutorials (Free with LSU email)

Presence and Participation

"Class attendance is the responsibility of the student. The student is expected to attend all classes. A student who finds it necessary to miss class assumes responsibility for making up examinations, obtaining lecture notes, and otherwise compensating for what may have been missed. The course instructor will determine the validity of a student's reason(s) for absences and will assist those students who have valid reasons." - LSU PS-22

- ● Absences greatly affect your grade as there are often assignments collected at the beginning as well as the end of each class.
- ● Please see the full LSU Policy Statement for a list of valid reasons that you might be late or absent: http://bit.ly/13okTZr.

Communication Across the Curriculum

This course is be certified as a "Communication-Intensive Course" and meets all of the requirements explained on the CxC Web site: http://cxc.lsu.edu, including the following: Emphases on formal and informal assignments in spoken and written communication, class time spent on communication, 40% of the final grade based on communication projects, revisions after faculty feedback on 2 formal projects (one for each emphasis), and a student/faculty ratio of 35:1. Because it meets these requirements, students may count it toward "Distinguished Communicator" certification on LSU transcripts.

Reasonable Accommodation

If you have a disability you feel may prevent you from fully demonstrating your abilities, contact me as soon as possible so we can discuss accommodations necessary to ensure full participation and facilitate your involvement in this class.

Notes
- This syllabus is a working document and is subject to change. It will be posted on the class website where any changes will be published if they do occur. Students will be notified in class of any modifications.   - Please backup your work. Please use an external hard drive or online service like Backblaze to keep your work safe especially if you are working in the school labs.

Schedule Overview
https://docs.google.com/document/d/1OQz37XecWA8AmmZedOUdAAROq8qW00YbaORh_YQR4Uo/edit