

Art 260: Computer Graphics 1

Section 1: T-Th 9:25-12:15pm

Section 2: T-Th 1:35-4:25pm

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Offices hours: Tuesdays and Thursdays 4:30 - 6pm and by appointment

Objectives:

In this class we examine the practical and theoretical issues of the computer as a machine for the production of fine art. Technical skills in Photoshop, Illustrator, and Quark are learned through demonstrations and tutorials. Students learn to organize and execute a project utilizing the computer as a tool through applying the technical skills in five assignments requiring conceptual thought and planning. Presentation and analytical skills are developed through group critique and discussion following each assignment. Readings cover issues in contemporary art with an emphasis on ideas relevant to multimedia processes and provide a common context for the discussion of student projects.

Course Format:

Lecture, software demonstrations, lab, discussion and critique of student assignments

Requirements:

The successful completion of 260 requires substantial time outside of class. Access to a computer is a must. Although class time will be allotted for working on assignments, you must be able to get to the lab during lab hours or own a computer to complete the assignments on time.

Other requirements:

1. Attendance of class sessions
2. Active participation in discussion and critiques
3. Active use of the Internet and World Wide Web
4. Successful completion of assignments

Grading:

Class and Internet participation, individual effort and development over the course of the semester: 30%
Assignments: 70% derived from the average of 5 assignments: Assignment 1: 10%, Assignment 2: 20% ,
Assignment 3: 10%, Assignment 4: 20%, Final Assignment: 40%

A = exceptional engagement in the work and substantial development and improvement over the course of the semester as well as original, well considered participation in class and net discussions

B = thoughtful completion of projects and active participation in class and net discussions

C = adequate completion of assignments and average participation in discussions

D = lack of thought and effort evident in discussions and assignments, poor work

F = total loss

Late assignment and crit attendance: automatic drop of one grade level on assignment.

an assignment is late if not ready for presentation at the beginning of class on due date (unless otherwise specified)

failure to attend crit is equivalent to a late assignment.

Attendance

You are expected to attend every class session

Some class sessions may take place off-campus at museums

3 unexcused absences = F

3 "tardys" = 1 absence

Textbooks

Required textbooks:

Visual Quickstart Guide: Photoshop 5.5 for Windows and Mac

Margot Lovejoy, Postmodern Currents: Art and Artists in the Age of Electronic Media

Recommended textbooks:

Illustrator 8 for Macintosh and Windows (Visual Quickstart Guide Series)*

QuarkXPress 4 for Macintosh: Visual QuickStart Guide*

* Please note that these books are for current versions of software not available in the graphics lab - these books are available in the bookstore - some Quickstart Guides for older versions may be available through amazon.com

Costs/Materials:

Lab fee: \$70.00

Zip disks as needed (\$15/100MB)

Textbooks: Visual Quickstart Guides run about \$20.00 each

Postmodern Currents (2nd ed) \$45.00

(available at bookstore but can be found cheaper - \$15 to \$20 - used through bibliofind.com - make sure you are buying 2nd edition if purchasing a used copy)

Expect to spend an approximately \$50-100 for printing and rendering costs:

3 fujix prints, 6 rendered 35mm slides, 1 poster, film and processing.

Internet Requirement:

An e-mail account and subscription to the Art260 mailing list is required of everyone in the class.

DUE: Thursday, January 13th

Show and Tell:

Bring to class reproductions of one work of 20th century art you feel is "successful" and one work of art you feel is "unsuccessful". Be prepared to discuss your reasons. "Because I like it" or "Because it sucks" are not acceptable reasons. The work may be from any media excluding video, film and audio (for ease of showing only). The examples you choose cannot be of your own work or that of your friends. For the works you choose, know the name of the artist, the medium and date of the artwork. Sources of examples: your home library, the LMU library, the public library, postcards, printed examples from the web. Goal: to learn techniques of discussing artworks that extend beyond personal taste.

Class Schedule and Assignment List (subject to revision):

For each assignment a preliminary step will be due and discussed. Failure to have preliminaries ready for individual meetings will result in a drop of 1/2 grade on the assignment. Failure to turn in assignment by deadline results in a drop of one full grade on assignment.

Week 1-5 topics: Review Macintosh operating system, e-mail basics and subscribing to mailing list. Beginning Photoshop concepts and techniques including image resolution and scanning. Complete Photoshop tutorials.

Review of issues and ideas in contemporary art (Lovejoy 1-3)

Assignment 1. Photoshop: Word as Image (due week 5) 10%

Use photomontage to create an "interdependent" word/image relationship
goal: examine ways words and images work together to create meaning
media: low res digital file

Week 6-8 topics: Advanced Photoshop techniques.

Review methods of decoding images and manipulating meaning.

Review electronic media in contemporary art (Lovejoy 4,5)

Assignment 2. Photoshop: Alter It (due week 8) 20%

make 4 copies of the same visual, keep one the same and change the others
goal: experiment with ways of changing the meaning of a visual through
media: fujix prints

mutation

Week 9-10 topics: Beginning Illustrator concepts and techniques.

Review of conveying meaning through type.

Review electronic media in contemporary art (Lovejoy 6,7)

Assignment 3: Illustrator: Onomatopoeia (due week 10) 10%

use type to give a word the illusion of sound

goal: to use type to create a visual that appeals to other senses

media: computer print

Week 11-12 topics: Beginning Quark concepts and techniques.

Assignment 5: Quark: Poster - (due week 13) 20%

create a poster for a cause you believe in

goal: to effectively communicate an idea using text and image

media: computer print

Week 13-15 topics: Review of Quark, Photoshop and Illustrator techniques.

Discuss conveying meaning through sequential images.

Assignment 4: Final: Projection Images (due at final) 40%

make a 6-part narrative sequence

goal: to communicate an idea using sequential images displayed over time

media: 6 rendered 35mm slides