Course Overview

Computer Studio is one of a series of foundations courses for art and graphic design majors and minors. In it students will learn to use the computer as a creative tool for artistic problem-solving. Individuals will be expected to develop a working knowledge of the Macintosh operating system as well as some of the Adobe Creative Suite, programs most often used in art and design: Illustrator (drawing), Photoshop (image-editing), InDesign (page layout), Adobe Dreamweaver (web design) and Flash (motion graphics/interactivity). Certain class sessions will be reserved for presentation of projects, critiques and group discussions.

Course Objectives

Emphasis in this course will be placed on:

- enhancing Macintosh-based computer skills used in today's art fields
- exploring the range of possibilities in computer graphics available to the contemporary visual artist
- developing a creative process for solving art and design problems using a combination of traditional art methods together with today's new technological tools
- understanding and implementing historically established basic design principles for making art

Projects

<table>
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<tr>
<th>Emphases</th>
<th>APPROXIMATE % of Total Grade</th>
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<tr>
<td>Illustration</td>
<td>Pen Tool and Layered Objects in Adobe Illustrator</td>
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<tr>
<td>Photomontage</td>
<td>Compositing using Layers in Adobe Photoshop</td>
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<tr>
<td>Page Layout</td>
<td>Text/Image using Adobe InDesign</td>
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<td>Web Page</td>
<td>Dreamweaver, HTML and the WWW</td>
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<td>Assignments</td>
<td>Based on technical and conceptual aspects of the course</td>
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<tr>
<td>Participation/Discussion</td>
<td>Critiques, Readings, Activities, Group Meetings</td>
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Grading

Students are expected to attend all classes and work in the studio during assigned times, prepared with any materials necessary for particular projects. Grades will be based on productive studio work and class participation (during critiques of artwork and discussions) as well as on assignments and presentations. Please be aware that since this is a studio art class consistent attendance will be expected and will be seriously considered when compiling final grades. Please note that to grasp concepts, ample time must be spent on all art projects. Factors which will influence a grade include the following:

- Well-researched Creative Problem-solving
- Technical Proficiency
- Effort, Personal Growth and Development
- Professional and On-time Presentation of Projects
- Proof of Adequate Understanding of Art Concepts Introduced

Grading Scale and Description

A = Excellent; performance in all aspects of the course is of the highest quality and by far exceeds that which is considered to be adequate
B = Above Average; performance in most aspects of the course exceeds that which is considered to be adequate
C = Average; performance in most aspects of the course is adequate
D = Below Average; performance in most aspects of the course is lacking
F = Failing; performance in most all aspects of the course is insufficient; student has not given proof of an adequate understanding of course materials

Completing an assignment on time with all requirements met adequately constitutes an average grade of C. Evidence of thorough research and documentation of multiple solutions to each design problem can serve as justification for your grade. Such proof of more than adequate performance is essential for attaining above average grades.

There will be a major final project which will serve as a final exam for this course.
**Attendance Policy**

More than two unexcused* absences from regularly held studio classes will make a student ineligible for a grade higher than “B.” More than three unexcused absences from regularly held studio classes will make a student ineligible for a grade higher than a “C.” More than four unexcused absences from regularly held studio classes will make a student ineligible for a grade higher than a “D.”

Students are responsible for any information covered in class, including changes in syllabus or due dates.

Please inform the instructor ahead of time in case of an illness or expected absence. Late projects may be accepted but will drop one letter grade if a day late and an additional letter grade for every week late thereafter.

**Required Materials**

Please bring the following to each class session:

- Digital Storage Device: Flash drive (as large as possible for the best price, 1GB perhaps) or Portable External Hard Drive (if you choose to buy one to use for future courses, it is best to buy one with a Firewire and USB 2.0 port)
- Blank Sketchbook (roughly 9” x 12”)
- Personal Notebook: 3-ring binder or Folder to hold handouts
- A #2 pencil, a black ink pen and a red pen
- Materials for making and mounting artworks

The above-mentioned materials will cover most of what one needs for the course. Color prints may need to be made and purchased on campus at either in the Computer Lab, at the Miller Center or at Copies Plus in Atwood Center. Having a digital camera or camcorder would be helpful for the course.

**Recommended Text**


The following may also be helpful:


**Related Web Sites**

- [http://web.stcloudstate.edu/wagogorica/index5.html](http://web.stcloudstate.edu/wagogorica/index5.html) (Bill Gorcica’s current courses web page with useful links)
- [http://www.stcloudstate.edu/art/](http://www.stcloudstate.edu/art/) (SCSU Art Department web with links to the Kiehle Gallery)
- [D2L (for general use in the course)](http://www.lynda.com)

**General Procedures for the Computer Lab and for Use of Equipment in General**

- Read your student handbook regarding proper computer procedures, etiquette and legal use of university property. Never tamper with the computer system itself or with another person’s files. Doing so may result in your being dismissed from the class and perhaps being directed to the university’s governing body.

- If you think that a piece of hardware or software is operating improperly, report it to the person in charge of the lab at the time immediately, stating a description of the problem. This procedure will preserve the equipment and enable us to make arrangements for repair.

- Finally, if you need help, ask. The lab will be available during specified class times and during open lab hours.

**Copyright Issues**

Copyright laws exist for other people’s artwork and ideas. For your projects, it is important to use either your own resources (original artwork, graphics, computer-generated imagery, photography or text) or those the instructor has deemed acceptable according to fair use policy for the sake of academic learning. This issue will be discussed during the course but if you are not sure about something, consult the instructor. Try using Creative Commons.

**Health and Safety**

The use of aerosol fixative and some art materials used for this class may be hazardous to your health. All manufacturers of hazardous materials should provide the chemical content and hazards either as a product label or included instructions. Be sure that you are aware of them before using a new product. Do not spray aerosol products in the Kiehle Art building except in the designated spray booth across from the sculpture lab. If you have a question or are uncertain about a product or its proper use, please consult your professor. Additional reference materials should also be available in the main office.