

Combined Media

ART 202 **Gorcica**

Professor Bill Gorcica

Kiehle 105C, Mondays and Wednesdays, 6:30pm - 9:15pm

Office: Kiehle 106A, Hrs: M, W, 12:30-2:30pm or by appt.

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**Spring Semester
2009**

Course Overview

Combined Media is one of a series of foundations courses for all art majors. Experimentation which fuses traditional and new media approaches to art making will be the focus of the course. Class members will be expected to work both individually and as part of a team to develop, analyze and critique their creative ideas.

Objectives

- 1.) To combine traditional media (drawing, sculpture, photography, etc.) together with digital media (computer applications, video, audio, etc.) for artistic expression
- 2.) To investigate critical contemporary art concepts and use this knowledge to assist in analyzing, developing, designing and discussing art projects
- 3.) To explore unfamiliar art methods and extend projects into unusual venues

Projects	Emphases	% of Total Grade
1. Collage and Media	Communicating in 2D Space; Intro to Time-Based Art	25%
2. Installation/Performance Art	Working in 3D Space	25%
3. Documentation Project	Bookmaking and Video Editing	25%
4. Your Choice Project	Experimental Investigations in Combined Media	25%

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, quizzes and class participation (during critiques of artwork and discussions) as well as on written assignments and web 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	Professional and On-time Presentation of Projects
Technical Proficiency	Proof of Adequate Understanding of Art Concepts Introduced
Effort, Personal Growth and Development	

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 but no formal 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 of "A". More than three unexcused absences from regularly held studio classes will make a student ineligible for a grade of "C". More than four unexcused absences from regularly held studio classes will make a student ineligible for a grade of "D". An excused absence is one caused by an emergency, such as a death in the family, verified illness or injury, or a university approved field trip. Please inform the instructor ahead of time in case of an illness or expected absence. Late projects will be accepted but will drop one letter grade if a day late and an additional letter grade for every week late thereafter. No cell phone usage during class, please.

Bibliography

There is no required text for this course. However, articles will be assigned from the following books:
Kendall Buster and Paula Crawford, *The Critique Handbook*, Prentice Hall, 1st edition, 2006.
Eleanor Heartney, *Postmodernism*, Cambridge, Cambridge, UK, 2002.

Following are a number of valuable references:

Cahan, Susan and Kocur, Zoya, ed., *Contemporary Art and Multicultural Education*, New Museum, NY, 1996.

Hal Foster, ed., *The Anti-Aesthetic, Essays on Postmodern Culture*, Bay Press, Seattle, WA, 1983.

Allan Kaprow, *Assemblage, Environments & Happenings*, H. N. Abrams, New York, 1966.

Miwon Kwon, *One Place after Another : Site-Specific Art and Locational Identity*, MIT Press, 2004.

Suzanne Lacy, *Mapping the Terrain-New Genre Public Art*, Bay Press, Seattle, WA, 1995.

Lynn Hershmann Leeson, ed., *Clicking In-Hot Links to a Digital Culture*, Bay Press, Seattle, WA, 1996.

Marshall McLuhan, *The Medium is the Massage, an Inventory of Effects*, Bantam Books, 1967.

Dr. Howard Risatti, ed., *Postmodern Perspectives: Issues in Contemporary Art*. Prentice-Hall, Englewood Cliffs, NJ, 1990.

For learning software, the series of *Visual Quickstart Guides* by Peachpit Press are valuable and economical.

Materials

Please purchase the following as soon as possible and bring them to class regularly
One USB Flash drive, or Firewire Drive, and blank CD-R's, DVDs for backup as necessary
Sketchbook (unruled, white drawing paper, roughly 9" x 12" in size)
Drawing Tools including pencils, eraser, black pen, markers for sketching out ideas
3-ring binder or a Folder to hold 8.5" x 11" handouts
Assorted materials for making two- and three-dimensional art objects

Important: Digital equipment will be used as well. *Please note that it may be possible to check out digital cameras and video cameras from the Miller Center. The department video cameras may also be available for the class. Having your own digital equipment would also be beneficial, especially for documentation of work.*

General Procedures for the Computer Lab

- No eating, drinking or smoking is allowed at any time.
- If you think that you have damaged a piece of equipment or think that it is operating improperly, report it to the person in charge of the lab at the time immediately, stating a description of what it is that happened. This procedure will preserve the equipment and enable us to make arrangements for repair.
- Always have your own data disk to save your work to at the end of class. No work can be saved on the computers themselves for more than the allotted class time since the hard drives may be emptied of student work every day. It is to your great advantage to backup files in more than one location.
- Printing procedures will be discussed once the course begins. However, it should be noted that a print or any type should not be made until you are absolutely satisfied with your results on the monitor.
- Copyright laws exist for other people's artwork and ideas. Therefore, it is important to use either your own resources (original artwork, graphics, computer-generated imagery, photography or text) or those provided in the lab by the instructor for your individual graphic design projects. This will help develop your own creative problem solving skills.
- Read your student handbook regarding proper computer 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.
- Finally, if you need help, ask. The lab will be available during specified class times and during open lab hours

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.