

Art 348

Creative Code for the visual artist

Spring 2010

Contact info:

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Office hours: Tues, Thurs 12-1 or by appointment.

Class Website: <http://www.classes.brewerthompson.com>

Class Calendar: <http://ical.mac.com/carathompson/348>

Course Description: An introduction to the basics of programming with an emphasis on visual applications and creative problem solving.

Course Objectives:

- Demonstrate an understanding of the syntax of programming languages such as ActionScript and Java.
- Use knowledge of programming basics to create interactive multimedia experiences.
- Offer critical analysis of student's own work as well as that of other students in the course.
- Demonstrate basic computer operations from conception to final solution.
- Conceptualize, design and produce projects, from thumbnail sketches to storyboards through final prototype.
- Interact with digital cameras, video cameras, scanners and audio recording devices to acquire material for original projects.
- Prepare original works in a computer environment.
- Discuss the evolution of the artist/programmer from the advent of the computer to current day practices.
- Identify and implement appropriate code solutions for a visual project.

Course Requirements: Students are expected to participate fully during class time. Out of class time both in lab and outside of the lab will be required to finish assignments.

Topics:

1. Timeline versus Object Oriented Programming
2. Syntax/error checking
3. Variables and data types
4. Conditionals
5. Loops
6. Arrays
7. Functions
8. Writing custom classes.
9. Listeners
10. Methods and Events
11. The display list
12. Timeline control
13. Drawing and animating with code.
14. Controlling sound and video

Required Books

Learning ActionScript 3.0- Richard Shupe and Zevan Rosser
ISBN-10: 059652787X

Essential ActionScript 3.0 - Colin Mook
ISBN-10: 0596526946

Strongly Suggested Books

Analogue In/Digital Out- Brendan Dawes on Interaction Design.

Online Resources

There are countless online resources which are excellent. actionscript.org and kirupa are great resources. Make sure you are searching the AS 3 sections!

You are encouraged to join at least one forum this semester. In the interest of universal equilibrium, make sure to GIVE advice as well as get it. My favorite: actionScript.org.

Attendance:

School policy: Regular class attendance is obligatory. An instructor may recommend that a student be dropped from a course for poor achievement due to excessive absence. A student who is dropped after the deadline for dropping courses may be assigned a grade of E.

Thompson policy:

If you are well, you are expected to be in class .

If you have a fever, STAY HOME and contact myself and your assigned TA!

You will be expected to make up any work you have missed.

If you are well: Attendance in class is required. Students are required to be present in class for the entire duration of the class period. Missing class does not excuse you from turning in projects on time. It is up to you to get your work to me on time. **Unexcused absences will negatively affect your grade.**

Tardiness: Class starts on time. Repeated tardiness will be accrued as absences and will affect your participation grade.

Project due dates: project dates will be announced for every assignment. **Late assignments** will be graded down up to 10 points for each class it is late. Missing critiques will negatively affect your grade.

Common Criteria for turning in projects: all projects must be turned in on Lisa French. Assignments will only be counted on time according to the date stamp on Lisa French. Electronic files should be turned in with all files appropriate for viewing as well as your original Flash file. (typically, this will mean an html file, swf and Flash file. Images and sounds used in Flash files should not be included unless they are linked and not embedded). An alias of your URL should be placed in your directory as well. Uploaded, or "published" files should be placed in a separate directory from working files. ALL files should be prefixed with your initials and class number. (EX: ct309_myfile fla) Unnecessary files should not be included. If you are not sure what is "unnecessary", ask me!

Behavior:

- Engaging in illegal behavior using the studio equipment will result in permanent removal from the facility.
- Students are expected to conduct themselves in a courteous and professional manner at all times.
- Beepers and cell phones are to be turned off during class time.
- You are solely responsible for backing up all of your work. Losing your work due to lack of backup is not acceptable. You are responsible for verifying all disks you turn in. Blank or damaged disks cannot be graded and will affect your grade.
- You are liable for any equipment you break.
- Do not operate equipment, use tools or materials until you

have instructed in their use.

Intellectual Integrity is expected of all students. Plagiarism is unacceptable and will result in a zero as well as disciplinary action. "intellectual ownership" should be respected at all times. See the Oswego policy at http://www.oswego.edu/administration/registrar/policy_text.html#cp11

Disabilities: If you have a disabling condition which may interfere with your success in this class, please contact the Disabled Student Services (DSS), 183 Campus Center, x 3358. Additionally, please see me privately to discuss your accommodations

Problem Solving and process discussion: a major part of this class will focus on the problem solving process. Rather than critiques, as in most art classes, this class will have creative problem solving group discussions. These are a required part of your grade. Failure to participate on both ends (give and take) will affect your grade.

Grading criteria:

A: (100-90) Outstanding, dedicated effort, extremely successful work- both in concept and execution. Turned in on time. Sets a standard for other students.

B: (89-80) Good to very good work exhibiting understanding of subject matter, Better than average performance with some evidence of going beyond the basic requirements.

C: (79-70) acceptable work. Assignment shows some potential, but is not (conceptual or technically) carried through fully. Average effort.

D: (69-60) Poor or incomplete work. Minimal effort, marginal understanding.

E: (59 and below) Unacceptable work.. Incomplete or lacking understanding of material.

Supplies:

- Datebook/calendar
- Jumpdrive or external firewire harddrive
- sheet sketch pad, pencil, eraser
- suggested: web space and domain

Fees: \$50 lab fee; 10-20\$ print fee (optional)

Grade allocation:

•Participation / self direction/ professionalism. Daily assignments, tutorials, quizzes, progress grades, presentations 10% Students are expected to be in class and take part in all discussions and critiques. An "A" student will show evidence of self-direction and intellectual curiosity in solving problems and will actively participate in discussions and critiques. An "A" student sincerely challenges themselves on all projects and activities -20%

•Assignments 40%

• Final Project: Interactive Process Book: 40%

PROJECTS

Tutorials and exercises will be assigned throughout the semester to prepare you for the small projects listed below.

Small Projects (40%) (subject to change),

Simple interface (add/removing children, mc control)

Clock/timer challenge

Refrigerator Magnets (working with classes)

History challenge (dynamic text, type and small research page)

Interactive Process Book (40%) Flash portfolio which binds together all experiments and assignments from class.

This portfolio should be created using AS3 and should showcase and expand upon the skills you have acquired this semester. Must utilize sound as well.