

# Art 348

## Creative Code for the Visual artist Spring 2012

### Contact info:

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Office hours:: Wed 2-3pm, TH 6:30-7:30

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

**Class Calendar:** on the website

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

**Communication:** email is the official communication for this class and SUNY Oswego. Students are expected to check email on a regular basis and respond to emails needing response in a timely manner.

### Course Objectives:

- Demonstrate an understanding of the syntax of programming languages such as ActionScript and Java/Processing
- 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:

Basic syntax, Variables and data types, Conditionals, Loops, Arrays  
Custom Functions, Listeners, Methods and Events, Drawing and animating with code., Generative work and interaction design.

### Required Books

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

Processing : A Programming Handbook for Visual Designers and Artists  
by Casey Rease and Ben Fry.

### Online Resources

There are countless online resources which are excellent. Processing.org has a terrific reference area and [actionsript.org](http://actionsript.org) and [kirupa.com](http://kirupa.com) are great resources for ActionScript.. Make sure you are searching the AS 3 sections!

### 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!

Code should be well-written (both visually and conceptually) and clearly commented.

### 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 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](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. -10%

•Exercises /learning 40%

### **Processing**

Structure/Shape  
Data/variables/math  
Decisions

Color/display  
Text/typography  
Objects

Input:mouse, keyboard, events

### **ActionScript**

the display list  
add and removing children  
timers

• Assignments 50% (see below)

Input/mouse assignmeent  
Interactive text

## PROJECTS

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

**Projects** (subject to change),

Processing:  
Input/mouse assignmeent  
Interactive text

ActionScript:  
Simple interface (add/removing children, mc control)  
Clock/timer challenge