

Art 448

Creative Code for the Visual artist II Spring 2012

Contact info:

Cara Brewer Thompson •Office- 32 A Lanigan • phone (312) 5623
•email cara.thompson@oswego.edu
Office hours: W 2-3 , TH 6:30-7:30 or by appt

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

Class Calendar: on the website

Course Description: Continued study and studio experience in planning and producing visually driven interactive events. Emphasis is placed on the creative use of code to design engaging visual experiences. Lab fee required.

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 email needing response in a timely manner.

Course Objectives:

- A. Use knowledge of programming languages such as ActionScript and Java to create engaging audience interactions with visual media.
- B. Demonstrate the ability to extrapolate information from one programming language and apply it to another.
- C. Demonstrate the ability to solve complex programming problems using critical thinking and problem solving techniques.
- D. Identify and implement appropriate code solutions for a visual project.
- E. Offer critical analysis of student's own work as well as that of other students in the course.
- F. Conceptualize, design and produce complex projects, from thumbnail sketches to storyboards through final prototype.
- G. Prepare original works in a computer environment.
- H. Discuss and analyze current trends and practices in the field.

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:

- A. Programming
 1. ActionScript
 2. Java
 3. XML
 4. Intro to Databases
 5. PHP
- B. Physical Computing.
 1. Microcomputers
 2. Working with sensors
 3. Input/output devices
 4. Third party software
- C. History
 1. Proprietary languages
 2. Open Source Pioneers
 3. Current Practices in Graphic Design
 4. Current Practices in Studio Art
- D. Future trends.

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 actionscript.org and kirupa 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.
- 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#cpii

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%

Advanced students will be responsible for helping 348 students in the learning process.

- Exercises /learning 40%

448 students will self-direct projects. They may choose any combination of topics listed under TOPICS above. Direction will be assessed by Cara. Students will then be responsible for determining exercises and learning activities.

- Assignments 50%

448 students will determine projects with consultation from Cara