Course Objective
In this course you will develop conceptual and visual problem-solving skills and graphic design/digital art theory related to the creative organization of space, representation of information and formal qualities of digital art. You must inquire, question, research, explore, study, and experiment. The philosophy is execution and experimentation. Execute ‘good’ design and explore and experiment. I will lead through the process for each project, build your digital art vocabulary, technical skills, and aesthetic eye - you only need supply a strong work ethic, a good attitude, and your imaginations.

Overview
Our goal is to create portfolio quality digital expressions, designs, and fine art, with a focus to develop the skills necessary for the professional and artistic studio. There will be a variety of projects and applications explored. The course will cover a wide spectrum of digital art from image creation and manipulation to simple animation and sound covering both pixel and vector based applications. We will start basic. I must assume the majority of students have never used a computer creatively before. If you have, be patient. More advanced techniques will also be covered.

Preparation and Studio
Showing up on time with materials, disks, projects, and a good attitude are mandatory. This course will require a good deal of work OUTSIDE of class time, so plan your time efficiently and use it effectively. The work load is heavy, difficult, and interesting.

We will move quickly and cover a great deal of material. Don’t fall behind. This is a wonderful opportunity to build your skills, your mind and your portfolio.

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*Citation*:

*Imagination will often carry us to worlds that never were. But without it we go nowhere.*

— Carl Sagan

*Do or do not...There is no try.*

— Master Yoda
Texts
No text is required for this course.

I will cover all technical demonstrations in class.

Suggested Text/Reference books:

Photoshop
Visual Quickstart Guide (for Mac), OR
Classroom in a Book series for Adobe Photoshop.
PHOTOSHOP USER the magazine.
* lynda.com - online tutorials (Best Option - covers all software)

Illustrator
Same suggestions as above, only for Illustrator

Flash
Same suggestions as above, only for Flash

Preparation and Studio
Showing up on time with materials, disks, projects, sketchbook and whatever else you need to make effective use of the class time, and a good attitude are mandatory. This course will require a good deal of work OUTSIDE of class time, so plan your time efficiently and use it effectively. The work load is heavy, difficult, and interesting. We will cover much material in a short period of time. The class moves very quickly. Be prepared!

Materials
required
at least 1 Flash Drive with at least 2 gigabytes capacity
If you buy 2 or more, buy different colors or label them differently.

suggested

blank CD-R/DVD-R for backing up your work

ALWAYS BACK UP YOUR FILES TO MULTIPLE LOCATIONS!!!!!!!!!
**Drop Policy:** Students may drop or swap (adding and dropping a class concurrently) classes through self-service in MyMav from the beginning of the registration period through the late registration period. After the late registration period, students must see their academic advisor to drop a class or withdraw. Undeclared students must see an advisor in the University Advising Center. Drops can continue through a point two-thirds of the way through the term or session. It is the student's responsibility to officially withdraw if they do not plan to attend after registering. Students will not be automatically dropped for non-attendance. Repayment of certain types of financial aid administered through the University may be required as the result of dropping classes or withdrawing. For more information, contact the Office of Financial Aid and Scholarships (http://www.utexas.edu/afa).

**Americans with Disabilities Act:** The University of Texas at Arlington is on record as being committed to both the spirit and letter of all federal equal opportunity legislation, including the Americans with Disabilities Act (ADA). All instructors at UT Arlington are required by law to provide “reasonable accommodations” to students with disabilities, so as not to discriminate on the basis of that disability. Any student requiring an accommodation for this course must provide the instructor with official documentation in the form of a letter certified by the staff in the Office for Students with Disabilities, University Hall 102. Only those students who have officially documented a need for an accommodation will have their request honored. Information regarding diagnostic criteria and policies for obtaining disability-based academic accommodations can be found at www.uta.edu/disability or by calling the Office for Students with Disabilities at (817) 272-3364.

**Academic Integrity:** At UT Arlington, academic dishonesty is completely unacceptable and will not be tolerated in any form, including (but not limited to) “cheating, plagiarism, collusion, the submission for credit of any work or materials that are attributable in whole or in part to another person, taking an examination for another person, any act designed to give unfair advantage to a student or the attempt to commit such acts” (UT System Regents’ Rule 50101, §2.2). Suspected violations of academic integrity standards will be referred to the Office of Student Conduct. Violators will be disciplined in accordance with University policy, which may result in the student’s suspension or expulsion from the University.

**Student Support Services:** UT Arlington provides a variety of resources and programs designed to help students develop academic skills, deal with personal situations, and better understand concepts and information related to their courses. Resources include tutoring, major-based learning centers, developmental education, advising and mentoring, personal counseling, and federally funded programs. For individualized referrals, students may contact the Maverick Resource Hotline by calling 817-272-6107, sending a message to resources@uta.edu, or visiting www.uta.edu/resources.

**Electronic Communication:** UT Arlington has adopted MavMail as its official means to communicate with students about important deadlines and events, as well as to transact university-related business regarding financial aid, tuition, grades, graduation, etc. All students are assigned a MavMail account and are responsible for checking the inbox regularly. There is no additional charge to students for using this account, which remains active even after graduation. Information about activating and using MavMail is available at http://www.uta.edu/oit/cs/email/mavmail.php.

**Student Feedback Survey:** At the end of each term, students enrolled in classes categorized as lecture, seminar, or laboratory will be asked to complete an online Student Feedback Survey (SFS) about the course and how it was taught. Instructions on how to access the SFS system will be sent directly to students through MavMail approximately 10 days before the end of the term. UT Arlington’s effort to solicit, gather, tabulate, and publish student feedback data is required by state law; student participation in the SFS program is voluntary.

**Final Review Week:** A period of five class days prior to the first day of final examinations in the long sessions shall be designated as Final Review Week. The purpose of this week is to allow students sufficient time to prepare for final examinations. During this week, there shall be no scheduled activities such as required field trips or performances; and no instructor shall assign any themes, research problems or exercises of similar scope that have a completion date during or following this week unless specified in the class syllabus. During Final Review Week, an instructor shall not give any examinations constituting 10% or more of the final grade, except makeup tests and laboratory examinations. In addition, no instructor shall give any portion of the final examination during Final Review Week. During this week, classes are held as scheduled. In addition, instructors are not required to limit content to topics that have been previously covered; they may introduce new concepts as appropriate.
Evaluation and Expectations

Attendance
We will follow a tight schedule and you must attend all classes.
2 absences - 1 letter grade drop from final grade
3 absences - 2 letter grade drop from final grade
4 absences - failure

Tardiness and leaving early will be counted as absence at my discretion.

Participation
In order to communicate with other artists and non-artists regarding the large and complex issues surrounding the visual arts and design, you will need to develop conceptual and verbal skills. In the classroom we can develop these skills by sharing our ideas with each other through discussion and critiques. Sharing your point of view, questions, and knowledge will help everyone in the class to develop more sophisticated ideas about the digital visual arts, and enhance your ability to present those ideas. Therefore, participation in class is an essential part of your grade. Don’t be afraid to participate in class. Your opinion is an important part of the studio experience. This course covers a great deal of ever rapidly and changing software and hardware. As such, we MUST learn from each other to keep pace. Isolated learning tends to yield poor results when working digitally.

Craftsmanship
Attention to detail and presentation is essential to all digital studio projects given in this class. Each assignment should be well crafted and presented with pride. If the work is not well crafted you will be asked to do it over, or receive a poor grade. Digital craft has technique and quality just as the other arts. Learn and exhibit the best way to produce the work.

Thoughtfulness
When form and content are married there is poetry. Careful attention to the relationship between content and form are an important part of your grade. We are not looking for pretty pictures. We are looking for thoughtful work.

Effort
Final grades are the total of all projects grades, attendance, and participation. Coming to class, and finishing the assignments does not guarantee a good grade - effort does. Cell phones and text messaging devices are not to be used during class time. Please refrain from IM-ing, Facebook-ing, MySpace-ing, etc. or using the computer/Phones in a manner not pertinent to this course.
Most importantly, HAVE FUN AND
TAKE PRIDE IN WHAT YOU CREATE!