

When	January 5 th to March 15 th , 2010 Lectures: Tuesdays and Thursdays, 9:00-11:45am (19 2hr, 45min sessions) Lab Time: Saturdays, 9:00 – 11:45am (10 2hr, 45min sessions) Finals Class: Friday, March 19th, 4:00-7:00 pm
Where	Porter, Room D240
Who	James Khazar
Office Hours	Tuesdays and Thursdays, 1:30-2:00 pm, Baskin Art Dept. Room E102
Email	james@khazar.com (Put "Student" in the subject of any email you send me, or it will not get past my spam-catcher!)

Description

Basic introduction to the use of a computer as a fine art tool and medium. Addresses basic skills, concepts relevant to contemporary art theories, and practices. Provides a hands-on introduction to fundamentals of graphics, image acquisition, and manipulation and programming with demonstrations of relevant software. Students work independently and in groups. Assignments include digital image acquisition and manipulation, basic scripting, hypertext and web publishing, and computer programming. Lectures, readings, and discussions examine new technology artwork and technology's relationship to contemporary culture.

An exploration will also be made into the history of the use of the computer for making art, from the early collaborations between Bell Telephone Labs in the mid 1960's to the latest algorithmic explorations like Electric Sheep.

Objectives

Students will learn to construct interactive creative artworks displayed through a computer connected to the Internet and a web browser. To this end they will become familiar with the basics of creating two-dimensional digital images, the acquisition and modification of digital photographs, the creation of two-dimensional animation, and the assembling, coding and uploading of a web-site.

Administration

- Requirements**
- Students are required to attend every class meeting (unless excused by the instructor with prior notice,) and arrive on time. Two late arrivals are equivalent to one absence. More than 2 unexcused absences will result in a failing grade for the class. If it is necessary to be absent from class you must notify the instructor in advance. More than two absences even with reasonable excuse require that you make an appointment with the instructor to discuss your progress in the class.
 - Assignments must be complete and on time. Late assignments will only be accepted up to one week after the due date. Late assignments will be assessed the loss of one grade. After the one-week grace period, late assignments will not be accepted.
 - Students must do assigned readings and participate in class discussions and collaborations.

- Students must participate in critiques of projects, providing feedback about other students' work. Projects are due at the start of class on critique days.
- Students who are having apparent difficulties in the course will be asked to arrange to meet with the instructor.

Grading	15%	Participation
	10%	Quizzes, 2 @ 5% each
	47%	Assignments, 8
	28%	Final Assignment

Materials While backup is available through student's online accounts, students should bring a writable CD or memory stick to back up your work — lost files will not be allowed as an excuse.

Required Readings At your determination. You will need to select a work of poetry as a theme.

Recommended Readings For HTML:

- HTML, XHTML & CSS Sixth Edition: Visual Quickstart Guide, by Elizabeth Castro. Peachpit Press 2007

For Photoshop:

- Adobe Photoshop CS4 Studio Techniques, by Ben Willmore. Adobe Press, 2009

For Flash (advanced):

- Essential ActionScript 3.0, by Colin Mook. O'Reilly 2007

Resources • See links online at <http://bit.ly/62wpUt>