## Syllabus

**Art 097 / Beginning Electronic Art / 31934 : K7**

<table>
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<tr>
<th>Course details:</th>
<th>Contact details:</th>
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<tr>
<td>Instructor: Robert Machoian</td>
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<td>Semester: Fall 2010</td>
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<tr>
<td>Days: Tuesday and Thursday</td>
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<tr>
<td>Time: 8.00 - 10.50am</td>
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<tr>
<td>Location: Mariposa Hall, Rm. 1007</td>
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<tr>
<td>Email: <a href="mailto:robertmachoian@gmail.com">robertmachoian@gmail.com</a></td>
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<tr>
<td><strong>Use email rather than voicemail</strong></td>
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<tr>
<td>Office Hours: Directly after class, or by appointment only.</td>
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<tr>
<td>Teaching website: <a href="http://classes.asn.csus.edu/art.html">http://classes.asn.csus.edu/art.html</a></td>
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<td>Art website: <a href="http://www.robertmachoian.com">www.robertmachoian.com</a></td>
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<tr>
<td>Class Blogsite: <a href="http://www.dmlab.csus.edu/">http://www.dmlab.csus.edu/</a></td>
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**ART 97. Beginning Electronic Art.** Explores the creative potential of imaging software used by visual artists. Familiarity with software, hardware and output devices will be established. The creation of digital art will be considered within the framework of current ideas in art and culture. No previous computer experience is necessary.

### Course Description

This studio class will introduce Mac OSX and hardware and software used by digital artists. The course will explore artists’ uses of new technologies in contemporary art-making practices. The particular focus is digital imaging.

### Topics

- Scanning, digital compositing, imaging techniques and processes,
- digital camera, digital color, digital output, concept development,
- digital aesthetics, contemporary issues in digital art-making, digital art-making terms and practices: new media, animation, video, installation and interactivity, mobile devices.

### Course Aims and Objectives

Art 97 Beginning Electronic Art is an introductory class in digital art. It focuses on skill development, experimentation with digital media processes, visual and conceptual approaches to digital art-making and creative output. Projects are designed to establish familiarity with software and hardware tools. Software exercises will be set from the required manual. The course will include demonstrations and workshops using Photoshop. Seminars, critiques and discussion will promote an awareness of the aesthetic and conceptual potential of new media within contemporary art practice. Readings will be taken from the required text. Weekly updates to the web schedule will clarify details of each assignment and required exercises. Students will be required to commit AT LEAST the equivalent of class time to.
homework projects. Each student will maintain a Blog to document his/her creative process. **Assignments**

Scanner as Camera
Composite Portraits
Final Project (self directed)

**Objectives**
- Demonstrate ability to use the computer as a creative medium.
- Develop a personal approach to digital art-making.
- Develop visual and conceptual fluency.
- Develop technical competency in using software and hardware tools.
- Gain proficiency in MAC OSX.
- Develop fluency with a range of digital processes associated with digital imaging.
- Develop problem-solving skills.
- Develop an understanding of new media art within contemporary art practice.
- Apply conceptual understanding to own and others’ work.
- Participate in critiques with peers.
- Participate in creating an effective classroom environment, including helping others.

**Student Responsibilities**
- Complete creative projects as assigned.
- Complete software exercises as assigned.
- Develop ongoing blog as documentation of the creative process in assignments.
- Produce written work as required.
- Completion of a self-directed final project.
- Follow a structured process in project development.
- Completion of all projects, homework, tutorial exercises, Blog and final project, meeting specified deadlines and criteria. Ongoing grading will occur. As a result, late project submission will be penalized.
- Active participation in class critiques and discussions.
- Attendance at exhibitions and lectures, as listed, documented in the blog for extra credit.
- Full attendance or official notification of absence is mandatory. More than three unauthorized absences will result in a 1/2 letter drop, more than six will result in a full letter drop, etc. Each time a student is late or leaves class early is equivalent to 1/4 of a full absence on the roll.
- If there is a waiting list for the class, students must attend both sessions the first week of class to remain in the class.

**Computer Room Information**
• For supervised open lab times in rooms 1003, 1005, 1007, 1009, consult the schedule outside the classroom and on the ASL homepage.
• Students may ask a professor to permit them to use a free computer in their classroom.
• Report computer problems to the instructor.
• The lab will not be open during major holidays when the campus is closed.

**Lab Rules – see sign-up program**
• Do not disrupt lab time with cell phones, pagers, music etc.
• Use headphones when working with sound editing equipment.
• Headphones are not permitted for personal music listening during class time (unless authorized by the professor).
• Browsing, surfing and exploring the net are only permitted when stated by the professor. Personal email and web surfing are not permitted during class time.
• Do not eat or drink in the lab.
• Clean your area when you leave, respect the lab and be considerate to fellow class members and lab users.
• Log out when you leave.

**Lab Fee**
$25.00: When a student registers for a class requiring a lab fee, the charge will appear on the student’s account on My Sac State. If the student drops the class by Census Date, the fee will be reversed. Lab fees can be paid online, in person or by mail. A student will not be dropped from a class due to non-payment of course fees; however, financial services will put holds on records after Census Date for any unpaid course fees. The hold will prevent the student from registering for future semesters and getting transcripts and diplomas. When an overdue lab fee is paid, the hold will automatically be removed from the student’s record.

**Add/Drop Policy**
Refer to the 2008-09 Registration & Advising Handbook, or go to: webapps1.csus.edu/admr/content/form/add_drop_late.pdf

**Note: drop policy will be strictly adhered to**

**Disability Services**
If you have a disability and require academic accommodation, please provide written verification from SSWD, Lassen Hall 1008 (916-278-6955). Also, please discuss your accommodation needs with me after class or during my office hours early in the semester.

**Printing**
• Students have full access to the black and white Laserjet printer. Students will need to use their one-card when making prints.
• Color printing will only be permitted during supervised class time, and for specific Art 97 projects and assignments that are covered by the Art 97 lab fee.

Materials
• USB key (recommended) / external hard drive.
• Rewritable CDs (CD-RW).
• Sharpie or other indelible marker for labeling CDs, keys and other peripherals.

Required Texts

Plagiarism and Copyright:
Unless specifically stated in the assignment outline, students are not permitted to appropriate the works of others into their visual or written work for this course. Students will be expected to develop their own digital art works, photographs and ideas.

Grading Allocation:

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<th>Areas of grading</th>
<th>Percentage</th>
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<td>Attendance and active participation in critiques, class discussion and readings and contribution to the class.</td>
<td>10%</td>
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<tr>
<td>Assignment modules and exercises</td>
<td>50 %</td>
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<td>Final project - proposal, sketchbook development, final work, presentation, evaluation.</td>
<td>40 %</td>
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Grading Criteria
For the Art Department grading rubric, see: http://classes.asn.csus.edu/art/grading_rubric_arts.07_08.pdf