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MART 422.01: Digital Compositioning II

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Media Arts 422-01
Digital Compositing II
Fall2012 – The University of Montana, Missoula

McGill 226
Professor: Kim, Heejoo Gwen
Office Hours: Tuesday 09:10-11:00 am
EMAIL: heejoo.kim@umontana.edu

COURSE DESCRIPTION
This is a graduate studio course were artists will integrate production techniques, various forms of digital design, and create original time based digital compositions as an expressive and communicative art form. Aesthetic, technical, historical and conceptual issues will be addressed through lectures, demonstrations, projects, and critiques.
This is a semester to research and develop the skills/techniques necessary to complete a solid "masterpiece" or collection of smaller work. The subject and scope of this final project is set by the student, and approved by the instructor. The goal is to have a refined and polished time-based digital composite for the student's portfolio. Students are evaluated based on their contribution to the class discussions, critiques, and technical proficiency with various media and toolsets.

OBJECTIVES
Students will demonstrate understanding of the following principles and techniques through the semester:
: : Concepts and Terminology compositing
composition animation collaborative process client/studio relationships deadlines
: : Application of still image based software in conjunction with motion and time based software :Adobe After Effects, Photoshop, Illustrator and Final Cut.
: : Project Development and presentation
: : Professional Production Techniques

TOPICS
; : Topics will be based on student surveys and requests throughout the semester
: : Professional Artistic Process via web conference sessions with various artists and professionals in the design/film/media art businesses
: : Portfolio presentation

GRADING
Philosophy
It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.
Evaluation

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects, your participation in class discussions, and professionalism during the course.

Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed on the 15-week schedule sheet.

Expectations for class participation

Participation by all members is critical to the success of this studio. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic.

Attendance & participation

Good attendance and punctuality are expected for this course and will strongly affect your grade. This class only meets once a week, so only two (2) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of five (5) absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a verifiable death in the family or illness with a doctor's note.

Classroom etiquette

You are expected to conduct yourself with proper respect for the classroom environment. Disruptive behavior will not be tolerated. **Turn off your cell phones** and beepers prior to class. (Does anyone even have beepers anymore?)

THE LAB • What this lab is............ This lab has been established so that students in the **Media Arts department** can have a dedicated lab in which to do their course work. You will have Griz Card access to this lab all day, every day. After hours access to the McGill building (locked after 10pm) can now be activated via approved Griz Cards on the south entrance nearest the tennis courts.

• What this lab is not.......... This lab will **not** be used to work on things that are outside of the course requirements and will not be used by students outside of the program. If you want to spend time fooling around with your friends, then do it at home. Abuse of this lab will not be tolerated.

SOFTWARE INFORMATION

The primary software programs that you will be using, but not limited to are: **• Adobe After Effects CS 5 • Adobe Photoshop CS 5 • Adobe Illustrator CS 5**

You will also be using the Internet and the network browser in the lab.

• It is important that throughout the class you take advantage of the manuals, the program help menu, and related articles downloaded from the web.

THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an

academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at www.umt.edu/SA/VPSA/Index.cfm/page/1321.

Semester Schedule
week1 : 08.27.13
Course Introduction / create blog(wordpress) for the class: set up the introduction page

week2 : 09.03.13
Concept development

week3 : 09.10.13
Concept development / research / sketches

week4 : 09.17.13
Research / sketches

week5 : 09.24.13
Working on prototype

week6 : 10.01.13
Working on prototype

week7 : 10.08.13
Midterm : prototype / working progress presentation

week8 : 10.15.13
Individual meeting / Working on final project

week9 : 10.22.13
Individual meeting / Working on final project

week10 : 10.29.13
Individual meeting / Working on final project

week11 : 11.05.13
Individual meeting / Working on final project

week12 : 11.12.13
Individual meeting / Working on final project

week13 : 11.19.13
Individual meeting / Working on final project

week14 : 11.26.13
Final project presentation

week15 : 12.11.12
Final project presentation

resources

A+B=C, A lecture by John Maeda
data visualization
Bitmap and Vector Graphics: What's the Difference?

Designing Minds: Stefan Sagmeister 1, 2, 3

screening : saul bass
kyle cooper:seven
interview 1
interview 2
danny yount six feet under
http://www.youtube.com/watch?v=X9iv5vn0ZB0
http://www.youtube.com/watch?v=frWH6ZCJtyM
www.artofthetitle.com
Motion Graphics Served :: Gallery

paper dreams
Streamschool (Patakiskola)
once more, once more
forget me not
Consuming Spirits
frictions
Put Your Gun Away, Rimer London
How I Made the Cut-out Animation
BATTERY CAGE

symphony
1923 aka Heaven (by Max Hattler)
Mothlight – Stan Brakhage (1963)
Abstract Animation by Mike Erla
oil in water
Invention of Love
symphony
blu
blu
robert hodgin
partitura

royal college of art, animation
Origami In the Pursuit of Perfection
Box Animation
WWF Commercial – Threads
Without Arms

thirdseventh
1stavemachine
pleix
zeitguised
Nokta
The Host
ryan by chris landreth

Basic Composition
http://www.johnharveyphoto.com/LearnComposition/
http://www.youtube.com/watch?v=ENHKjb8ltAM

Color
www.colorblender.com
www.kuler.adobe.com
www.colourlovers.com

Design Principle
http://www.digital-web.com/articles/principles_of_design/
http://www.johnlovett.com/test.htm

http://www.visual-research.com/research.html
http://www.medialit.org/reading_room/article694.html
http://www.moma.org/interactives/exhibitions/2008/elasticmind/index.html

Information
http://www.ted.com/talks/paola_antonelli_treats_design_as_art.html
http://www.ted.com/talks/lang/eng/golan_levin_ted2009.html
http://www.ted.com/talks/scott_mccloud_on_comics.html
http://lawsofsimplicity.com/
http://www.ted.com/talks/lang/eng/elizabeth_gilbert_on_genius.html

for inspiration:
http://www.ted.com/talks/taylor_mali_what_teachers_make.html
http://www.ted.com/talks/ken_robinson_says_schools_kill_creativity.html
http://www.ted.com/talks/sir_ken_robinson_bring_on_the_revolution.html