

## art 402 video:digital art fall 04

### Ron Saito

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Office hours: Tue/Thur 10-11, 5-5:30

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Make an appointment by email

### Overview

This class is an opportunity to develop your own project based on approaches and techniques covered in 300-level video:Digital Art classes. Some of you have specific projects in mind. You will also have an opportunity to develop ideas in class. The overall goal is to create one refined full res project on DVD.

The semester is divided into two parts. During the first part of the semester we'll work on tests, approaches and techniques for your project. There will be something due each week: some writing, some video, etc. During the second part of the semester, we will work specifically on your project.

The software you use is generally open.

### Prerequisites

- You should have already taken Art 302. Art 300 and Art 352 are other good classes to take before this one.
- Unlike our 300 level classes, this class does not cover specific software techniques. You should already have a solid grounding in software like Final Cut or After Effects.
- You should have web access and e-mail.
- You should have access to a MiniDV video camera.

### Who should take this class

This class encourages flexible, open-minded, experimental, intelligent and self-motivated thinking and participation. These qualities are much more important to me than visual "talent." You should be prepared to work outside of class and participate in discussions and critiques.

### Who should not take this class

This class does not emphasize character animation and is not recommended for students who want to do work based on traditional animation approaches and stories. If you need highly structured projects, can't tolerate ambiguity, or are unorganized/not self-directed, you will have difficulty doing well in this class. Keep in mind that this class does not cover specific step-by-step software techniques like our 300-level classes.

### Course topics

We will discuss topics in concept development, structure, visual approach, mise-en-scene, lighting, etc.

### Grading

Projects are graded on a 10-point scale. The longer we work on a project, the more it counts in your grade. Below are the approximate grading equivalents. Please note that my scale is slightly different from other instructors': 10/9.5-A, 9-A-, 8.5-B+, 8-B, 7-C, 6-D, 5 and below: F.

Weekly projects 40%

Final project 40%

Exercises/participation 20%

Deductions will be made for missing items (e.g., student didn't show rough cut, missing item, missed final critique, etc.) At least two points (20% of the grade) will always be deducted from late or lost work. If you will miss class because of illness, etc., please email me before class. Feel free to check on your grades at any time. Making sure you're current is your responsibility. Example: Donna got a good grade on her project: 10. But she missed showing her rough cut, and her project was late. Her grade: 10-1 (missed rough cut) -2 (late) = 7. Her final grade for that project was a 7—C.

### More on grading

Grading is neither objective nor subjective. This is the nature of art/design--they involve *judgment*. This means that most projects cannot be graded

by simply following a predefined checklist nor is grading subject to my arbitrary whims.

There are two kinds of students—those who follow the rules/assignment closely and those who try to use an assignment to do something meaningful to them. The best grades come from students who try to do both—negotiate the rules and do something meaningful. Best grades also go to those projects that are expressive of an idea, mood or feeling. Lower grades go to those projects that simply look like class projects.

### **Late work/lost work**

You will find me surprisingly unsympathetic if you lose your work because your hard disk crashed or if someone erased your work from a lab computer. These problems can simply be solved if you make backup copies. You will also find me unsympathetic if you turn in work late because you're trying to get it right. To me, perfectionism is a form of over-control which rarely benefits creativity. Three good rules to remember for this class:

1. Turning in something bad on time is almost always better than turning in your project late.

2. Turning something in late is usually better than not turning in anything at all. However, please note the following--please don't try to turn all your work in late at the end of the semester. You will not pass the class.

3. If a portfolio is due and you have some of the work completed, you should turn what you have in. Otherwise, everything will be marked late.

### **How I teach**

For detailed information on my teaching style and concerns, see my web page:  
[www.csun.edu/saito/teaching.html](http://www.csun.edu/saito/teaching.html)

### **Miscellaneous**

Please turn off your cell phone in class.

Don't leave your work on the hard disks in the computer lab and expect it to be there later. Many students have had projects (including final projects) deleted. Remember, losing your work is not an excuse for a late project.

It is important that you are finished with your own project and present in class when we are looking at other student's work. This is not for my sake, but because this is an essential part of the learning process and because it shows interest in and respect for other student's efforts.

I like to keep copies of student work for use as examples in future classes or on the web. If for some reason, you don't want your work saved or shown, please let me know

Please don't eat or drink in the lab.

### **Supplies & texts**

-Media as needed.