

Course Description:

Projects that afford students the opportunity to assess their training summarize their achievement and analyze their place in the visual arts. Some sections of this course may offer a community service opportunity with activities relating to concepts and theories presented. Check the schedule of classes for the CS designation.

Prerequisite: Senior Standing. Corequisite: ART 438L.

Art Dept. Student Learning Objectives Addressed in this course:

1. Acquire a basic knowledge, theories, and concepts about art; develop a foundation of art skills and a high level of craftsmanship; communicate ideas and concepts through writing, speaking and art making; acquire a competency with the tools and technologies associated with the visual arts.
2. Broaden knowledge of ancient through contemporary art; develop an understanding of the theoretical, cultural, and historical contexts of art.
3. Apply processes of generating and solving problems in art; analyze, interpret and question traditional methodologies and preconceived notions of art and art making.
4. Develop a career path for an art profession or an art-related field; develop an understanding of the demands and expectations of that area of art profession or art field.

Course Goals:

1. Help Art majors assemble the information they need to begin within their respective fields of interest and continue to develop their own personal art related projects.
2. Provide career development strategies for students interested in pursuing various Art professions.
3. Focus on creating basic professional materials, developing communication skills, and getting information about how other artists began and advanced their careers.
4. Class objectives focus on how students move from the academic/university setting into the business and fine arts world.

Student Evaluation:

Participation, attendance, and ongoing progress are all part of the grading process. Students will be expected to make revisions due to student and teacher critiques and evaluations. Some class time will be given to work on projects, but it is the students' responsibility to make use of the lab hours given to them to complete their assignments.

Grading Criteria:

Both the process and the product are considered in the grade. Projects should demonstrate the successful integration of the student's own personal aesthetic in a conceptually rich and skillfully executed work. Sufficient evidence of an ongoing creative process and development over time is expected. Grades will be given through out the semester on developmental stages of the project, as well as the completed animation project. Grading is by individual faculty review and class critiques with student participation. Percentage of grade: 30% Creative stages of project, 60% Projects, 10% Class participation.

Non-original work is considered plagiarism, and can result in an automatic failure for that project.

Attendance:

It is essential for students to be present for all screenings and class demonstrations. More than three non-excused absences will result in an automatic lowering of the student's final semester grade by at least one full grade level.

Student Behavior/Professional Department:

In the classroom/lab, students are expected to practice professional behavior and treat other students, lab techs and faculty with respect and cooperation.

Highly Recommended:

1. Graphic Artists Guild Handbook, Pricing & Ethical Guidelines, Ninth or later Edition
2. The Practical Handbook for the Emerging Artist, Margaret R. Lazzari
3. The Automatic Millionaire, David Bach
4. The Tipping Point or Outliers, Malcolm Gladwell

Materials:

1. Disks – USB Flash Disks or recordable CDs
2. Highly recommended but not required, - 40-60 GB Firewire Drive.