

SYLLABUS: ART 200. Art, Media, and Visualization (3)
SPRING 2021, 10870 TR 19:00–21:45
Classroom: ONLINE

Instructor: Noah Amrani
Office Hours: TR 18:45-19:00, 21:45-22:00 (ONLINE)
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Course Description:

Foundational Art course, which will include discussion, demonstration, and development of a basic understanding of the core design and image creation software; Photoshop, Premiere, Maya, and Unity. Assignment criteria will emphasize the development of technical competence with the covered software as well as consideration of aesthetics, personal expression, and critical thinking. The basic principles of art and design will be cultivated along with design communication skills, image, and multi-software integration.

Art Department Program Goals Addressed:

1. Students will acquire competent knowledge and skills in various art media, concepts, and methodologies.
2. Students will produce a competent body of individual and collaborative work suitable for a liberal arts degree, for the local, national, and global marketplace.
3. Students will solve visual problems at a competent level, including understanding/application of the elements of art, and the principles of design.
4. Students will utilize and apply critical thinking skills to communicate ideas for their intended audience at a competent level in visual, oral, and written formats.

Course Learning Outcomes; Student will:

1. Learn and practice using art principles in digital media.
2. Learn and use course specific 2D digital software technology.
3. Critically analyze student's own artistic development, consider criticism, and critique peer's work. Apply problem-solving skills and make revisions based on feedback.
4. Create advanced work for a portfolio that can be used for internship/job application in the digital and animation industries.

STUDENT EVALUATION:

Assignments are specific and evaluated accordingly for both the process and the product. Sufficient evidence of an ongoing creative process and development over time, with corrected revisions, is expected.

20% - Exercises and Assignments

30% - Midterm

35% - Final Project

15% - Attendance and Participation: Engaging in part of class discourse and critiques

LATE WORK:

Meeting deadlines is essential in Animation and Visual Effects production. Late work will not be accepted unless an arrangement has been made in advance and approved by the instructor.

ASSIGNMENT DELIVERY:

All assignments must be turned in on CANVAS before their due date. Plan time accordingly for rendering and uploading files, as it will generally take longer than expected. Students may always submit updated work before an assignment is due. It is not appropriate for students to email instructor assignments or to request feedback out of class or office hours, however any immediate questions will be responded to in a timely manner, if not by the end of a following class.

END OF TERM:

Students are responsible for turning in up to date copy of each assignment online on CANVAS. You can also upload to www.box.com and link to your files in CANVAS.

ATTENDANCE POLICY:

This course requires attendance, actual work in class and homework/lab time outside of class time. Attendance is by roll call at the beginning of each class. More than three (3) absences will result in a reduced attendance/participation grade for every additional absence. Three (3) tardies is equivalent to one (1) full absence.

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. Please see the CSUN student code of conduct online at:

http://www.csun.edu/studentaffairs/pdfs/standards_student_conduct.pdf

SPECIAL NEEDS:

Students with disabilities must register with the Center on Disabilities and complete a service agreement each semester. Staff within the Center will verify the existence of a disability based on the documentation provided and approved accommodations. Students who are approved for test-taking accommodations must provide an Alternative Testing Form to their faculty member signed by a counselor in the Center on Disabilities prior to making testing arrangements. The Center on Disabilities is located in Bayramian Hall, room 110. Staff can be reached at 818 677-2684.

Materials Required:

- At least one **32GB USB Flash/Hard Drive** AND/OR a 100GB or more USB 3.0/Firewire Hard Drive is recommended for assignment storage. These items are extremely useful to have for moving elements/footage/and compositing files. You are responsible for backing up your work onto your own hard drive after **EVERY** class.

Additional Materials:

- Access to at least an HD (1080p) camera.
- Access to a camera tripod.