

Electronic Media Studio I

Fall 2003

60-110, Section A

Mon, Wed 8:30-11:20

CFA 318

<http://www.crudeoils.us/shawn/classes/ems1.html>

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Abstract:

This class will be an introduction to electronic media as an art form. An exploration of artistic endeavors in a technical medium will be the key theme of the course. Through a combination of readings, videos, discussions, examples, and presentations, we will be building a strong base comprehension of the history and issues related to the field.

Part of this course will revolve around becoming comfortable with electronic media. Although we will be learning our tools during the length of the course and some proficiency will be expected upon completion, our main concern will be the artistic ideas expressed in the medium.

Key Points:

- Be on time; if you miss something ask a friend or myself during break or outside of class time.
- Spend time outside of class learning the tools; you may need to spend several hours in addition to class time preparing projects or digging more in depth with the tools.
- Participate in class; this accounts for both critiques as well as class.
- Ask questions; introductory course questions are encouraged, and most likely someone else is wondering the same thing.
- No audible cell phones; if you decide to take the call, please exit the classroom to talk, and catch up on what you missed from a friend.
- ~~T~~Crash and burn with style; you will learn more from your mistakes than easy successes. Ambitious failures are rewarded more than simply attained goals.
- Email; use it to communicate with me outside of class. I will also use it to communicate with you, so please check regularly. I will respond as soon as possible, but understand that email between 11pm and 8am will most likely wait until the next morning.
- I will be trying to create a 'blackboard' site to place examples, b-boards, etc. This will hopefully be up by the second class.

Supplies:

Required:

- Media to carry your work, i.e.: Zip disks, CD-R disks, portable hard-drive, whatever works best for you and is reliable. Failure to show work due to poor media will not be an acceptable excuse.

Suggested:

We will be reading sections from this, but you are not required to purchase this book.

- Manovich, Lev. [The Language of New Media](#). Cambridge, Mass. MIT Press. ISBN:0-262-13374-1

Grading:

Attendance 30 %

- Three absences will equal a loss of one final letter grade.
- Three tardy occurrences will equal one absence.

Participation30 %

- Ask questions, give answers.
- Constructive critiques and clear, well thought out presentations.

Creativity, Development, and Quality of projects/assignments40 %

- Late projects or assignments will receive a loss of one letter grade for that project or assignment.
- Conceptually fulfilled projects are as important as personal technical achievements within the media.

Schedule:

August

Mon 25 • Introductions

Wed 27 • Intro Photoshop

September

Mon 1 • No Class • Labor Day

Wed 3 • Crit 1, Printing

Mon 8 • Scanning, image manipulation

Wed 10 • Reading 1, screening

Mon 15 • Advanced Techniques

Wed 17 • Screening, work in class

Mon 22 • Crit 2

Wed 24 • Peak, Reading 2

Mon 29 • Mics, screening, work in class

October

Mon 6 • Reading 3, screening

Wed 1 • Crit 3, Audio rooms, midi

Mon 13 • Crit 4

Wed 8 • Individual crits, work in class

Mon 20 • Reading 4, animation

Wed 15 • Intro Director

Mon 27 • Crit 5, screening, variables

Wed 22 • Intro Lingo, work in class

Wed 29 • mouse, key control, attributes

November

Mon 3 • Reading 5, text control, behaviors

Wed 5 • audio, screening

Mon 10 • Crit 6

Wed 12 • Reading 6, Imaging Lingo

Mon 17 • Video, screening

Wed 19 • Shockwave, projectors

Mon 24 • Reading 7, Individual crits

Wed 26 • No Class • Thanksgiving

December

Mon 1 • work in class, screening?

Wed 3 • work in class

Mon 8 • Crit 7

- changes to syllabus may be made at instructor's best discretion •