

Experimental Digital Animation and Audio

ARTC 400/ART586; MUCT 470/586 (3 credit hour workshop)

Syllabus - May 16-June 22 Summer I 2005

School of Art & College of Musical Arts, Bowling Green State University

COURSE MEETING TIMES: MTW 10am-12:30pm & T 7-8pm (weekly screening)

LOCATIONS:

Moore Musical Arts Center Room 2102 (372.2720)
 Fine Arts Building Room 1026 (372.6872)
 Fine Arts Building Room 1030 (372.0145)
 Weekly Screening locations, Bryan Recital Hall, Moore Musical Arts Center

INSTRUCTORS

<p>ART Professor Bonnie Mitchell Office: 109 Fine Arts Building Office Hours: M 1-4 Phone: 372.6055 Email: bonniem@creativity.bgsu.edu</p>	<p>MUSIC Dr. Elaine Lillios Office: 2139 Moore Musical Arts Center Office Hours: M 1-4 Phone: 372.9482 Email: lillios@bgnet.bgsu.edu</p>
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ASSISTANTS

<p>ART David Schwan Assistance times (1026 FAC): Tues & Wed 12:30-1:30p Phone: 419.494-9036 Email: daveschwan@gmail.com</p>	<p>MUSIC Gregory Cornelius Assistance times (MMAC 2102): Thu 10-11a, Sun 7-8p Phone: 419.575.2573 Email: gcorne@bgnet.bgsu.edu</p>
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RECOMMENDED READINGS: Most readings will be assigned and may include library reserve items, web sites, periodicals, and other texts. Some recommended readings are listed below:
 Emmerson, Simon. *The Language of Electroacoustic Music.*
 Emmerson, Simon. *Music, Electronic Media, and Culture.*
 Laybourne, Kit. *Experimental Animation.*
 Wishart, Trevor. *On Sonic Art.*
Electronic Musician Magazine

REQUIRED SUPPLEMENTAL MATERIALS: You will need enough removable media to store large files.
ART: CD-R, DVD, VHS Video tapes, headphones and DV tapes(s)
AUDIO: minidisks, DVD; do not purchase CDRWs!

SCREENINGS: There will be a one-hour screening of animations and audio on Tuesday nights from 7:00 to 8:00 in Bryan Recital Hall (music). Screenings are open to the public; feel free to bring friends or family.

COURSE DESCRIPTION and OBJECTIVES: This course is an introduction to experimental digital audio and time-based visual art. Focus will be on artistic expression through the successful integration of the principles of art and music. Students will explore experimental animation techniques, which may include hand-drawn frames, 3D rendered images, and/or work with video sequences. Students will also learn the principles of electroacoustic music as they work with captured and custom created sound to create digital audio tracks for their experimental animations. The course is taught on both Macintosh and PC computers using various animation and audio software packages. The course will be taught in the Music Building and in the Fine Arts Building. Class lectures will include demonstrations, discussions, videos, technical exploration, aesthetic inquiry, and historical information relevant to experimental audio and animation. The class will meet in the computer lab with much of the time devoted to "hands on learning." Students are encouraged to pursue areas of interest and explore new ideas throughout the course. This course is team taught by music and art professors and is cross-listed as a Digital Music and Computer Art course. Music and art students will expand their repertoire by sharing knowledge and working in a lab environment creating projects that successfully integrate visual and audio art.

REQUIREMENTS: Each student is expected to complete **all** assignments, required readings and a final project. During discussion and lectures, students are expected to engage in meaningful classroom participation. Details pertaining to various assignments will be discussed in class. **Assignments missing the scheduled review will be penalized one letter grade, with 10 points removed daily until assignment is turned in. No assignments will be accepted beyond one week from the due date. Final Assignments will not be accepted for a grade beyond Wed. June 22 @ noon. To get full credit for the final you must show it at the final in-class critique Mon. June 20. (see detailed assessment information below)**

FINAL PROJECT: All students are expected to complete a final time-based project that will be output to video tape and/or saved to DVD. There will be a **public viewing on Wednesday, June 22nd at 6:00 pm** - you are encouraged to invite friends. We will have a **final projects in-class critique on MONDAY, JUNE 20.** Your final animation and audio must be complete with credits by the critique date. Because of time limitations, you will need to keep the project relatively short, so effective use of time is essential. A final project proposal complete with detailed drawings and written descriptions of the action, audio, transitions and timing will be due on **Tuesday June 7.** The final project must focus on effective integration of creative audio and visual art.
(detailed instructions and assessment criteria will be provided in class)

ATTENDANCE: Attendance is mandatory. Because there are a number of in-class exercises that can not be made up after class, absences, whether excused or not excused will effect your grade. Unexcused absences will not be tolerated and will effect your grade based on the following attendance formula:

<u>Unexcused absences</u>	<u>Excused absences</u>
1 absence = no penalty except exercise grade 2 absences = grade lowered one grade value 3 absences = grade lowered two grade values (dropping the course recommended) 4 absences = fail the course	(accompanied by a doctors note) 3 or more = recommend dropping the course

GRADING: Grades will be based on attendance, participation, exercises, assignments, storyboards, and the final project and determined as follows:
 20% weekly projects
 30% 2 medium-sized projects
 10% final project proposal
 40% final project

AMERICANS WITH DISABILITIES ACT
 The College of Musical Arts and the School of Fine Arts comply with the Americans with Disabilities Act in making reasonable accommodation for qualified students with disability. If you have an established disability as defined in the Americans with Disabilities Act and would like to request accommodation, please see us as soon as possible. Our office hours and contact information are shown on this syllabus.

CHEATING
 Cheating of any type will not be tolerated in this course and will result in an automatic grade of "F" in the course, the removal of the student from the course, and immediate reporting of the student's actions to the Office of the Dean of Students. Cheating includes collaboration on any outside assignments that might be made on an individual basis for a grade, including regular homework assignments and preparation of case materials for submission. It also includes plagiarism, unauthorized preparation of notes for examinations, use of such notes during an examination, looking at another student's examination answers, allowing another student to look at your own examination answers, or the requesting or passing of information during an examination.

 **Plagiarism also includes appropriating or directly quoting compositions, sounds, or portions of pieces belonging to other composers.

STUDENT PROJECTS
 Projects created by students in this class may be used for the purpose of promoting the student, departments, programs, colleges, and/or the university in general. They may also be used for future instructional purposes (such as screenings), or for faculty presentations at conferences. Credit will always be given to the student for his/her project. Please inform the instructor if you do not want your projects used.

MOORE MUSICAL ARTS CENTER ELECTROACOUSTIC STUDIOS, ROOM 2102

STUDIO USE

Students are expected to use the electroacoustic studios for project preparation. A separate sheet containing studio regulations will be handed out in class. Students wishing to use home studios may do so as long as the work they produce coincides with the techniques, ideas, and skill sets presented in class.

STUDIO LAB TIME ATTENDANCE

Students will be assigned three hours of studio time per week. Signup lists should be available by Monday, May 16. Additional studio time will be available on a first-come, first-served basis, but your three-hour time slot is a mandatory studio time, and should be treated like course attendance. Students are expected to attend their studio times on a weekly basis. Frequent tardiness or failure to keep studio lab times will result in a lowered grade.

MOORE MUSICAL ARTS CENTER GENERAL ACCESS LAB, ROOM 0108

STUDIO USE

10 Macintosh workstations have been equipped with Logic Audio Pro and are available for use based on the timetable listed below. This lab is available on a first-come, first served basis. Headphones for use with these systems and Logic XKeys may be checked out from lab monitors with a student ID. Additional information regarding the use of this facility will be provided in class.

LAB SCHEDULE Su.05	M	T	W	R	F	SA	SU
Music Lab (0108 Music Building)	9am 7pm	9am 7pm	9am 7pm	9am 7pm	9am 5pm	closed	closed
Electroacoustic Studios (2102 Music Building)	9am 12am	9am 12am	9am 12am	9am 12am	9am 12am	12pm 12am	12pm 12am

FINE ARTS COMPUTER LABS

ART LAB USE

Students may use the computer art labs any time they are open. The lab schedule will be posted on the door of rooms 1026 and 1030 the first week of classes. Students enrolled in the Experimental Animation and Audio class are encouraged to become lab monitors, thereby allowing them 24 hour access to the labs. Students can use the Macintosh Lab in room 1026 or the PC Lab in room 1030 Fine Arts. All graphic software is available in both labs. Logic Express is only available in the Macintosh lab.

LAB MONITORS

Students interested in participating as lab monitors will be required to attend an informational meeting Tuesday May 17, 2005, at 5:00pm in Room 1026. Lab monitors must commit to six hours per week, during which time he/she must remain in the lab. Lab monitors will be provided with an access and alarm codes, so will be able to use the lab any time a class is not taking place.

ART COMPUTER LAB RULES

All students must fill out the on-line student information form. Failure to fill out the form will result in loss of your account. **No food or drink in the lab.** No cell phones or sleeping during class. Loud music that is unrelated to your class project is strongly discouraged. If you want to listen to music while you work, please bring headphones.