



AVT 180 New Media in the Creative Arts

Professor Asma Chaudhary

Classes/Office Hours: MW 4:30-5:45 p.m. & 5:55-7:10 p.m. AB 1021

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Course Description: New Media is a creative practice that investigates our physical and virtual realities that often become interwoven with socio-cultural objects, historical practices, and political events. Interestingly enough, these variables appear to influence our genetic code, relationships, global view, and existence. This class will be experimental in its approach to sample various Adobe Creative Cloud and Apple software (Photoshop, Illustrator, InDesign, Final Cut Pro, iMovie, and QuickTime, etc.) to create images and time-based media that explores activism, awareness, consumption, collaboration, desire, education, interactivity, physicality of objects, social networks, and performance art, etc. Students will not only use technology to craft their ideas but also experiment with fine art practices to enhance the aesthetic creation, research, and experience when presenting projects in a critique forum. The primary goal of this course is to provide a creative environment that supports the making of meaningful, visual responses to the world(s) and culture(s) we all live in. Students will be encouraged to follow their own unique interests and to examine their work within the broad context of contemporary art, new media art, and mediated culture.

Mason Core Classes (Foundation Requirements) – Learning Outcomes: This course satisfies a Mason Core Foundation Requirement for Information Technology. Information technology and computing can significantly augment humans' ability to produce, consume, process, and communicate information. Thus, students need to understand ways to use such technology to enhance their lives, careers, and society, while being mindful of challenges such as security, source reliability, automation, and ethical implications. These factors have made it essential for students to understand how to effectively navigate the evolving technological landscape. IT courses offered in the majors may focus on disciplinary applications and concerns of information technology.

IT courses meet the following learning outcomes:

1. Students will understand the principles of information storage, exchange, security, and privacy and be aware of related ethical issues.
2. Students will become critical consumers of digital information; they will be capable of selecting and evaluating appropriate, relevant, and trustworthy sources of information.
3. Students can use appropriate information and computing technologies to organize and analyze information and use it to guide decision-making.
4. Students will be able to choose and apply appropriate algorithmic methods to solve a problem.

As an added bonus, this IT course in GMU's School of Art Department helps prepare students taking Arts Exploration Requirement courses:

Demonstrate an understanding of the relationship between artistic process, and a work's underlying concept, and where appropriate, contexts associated with the work. Identify and analyze the formal elements of a particular art form using vocabulary and critique appropriate to that form. Analyze cultural productions using standards appropriate to the form, as well as the works cultural significance and context. Analyze and interpret the content of material or performance culture through its social, historical, and personal contexts. Engage in generative artistic processes, including conception, creation, and ongoing critical analysis.

Required Materials (No required textbooks/software but you must have the following):

- **Your own Portable USB or Thumbdrive** to transfer and back-up project files. At least 5-10 GB is recommended. Along with your Sketchbook, this will be checked each class. Borrowing other students' portable media to save files will not be allowed (as they need the storage space for their own assignments, work files, and researched images).
- **Access to a Digital Camera or Smartphone.** You may check cameras out from the STAR Lab (in the Johnson Center) or from the School of Art (SOA) Photo Lab with your Mason ID. It is important to routinely transfer those images from your camera/smartphone onto your portable USB drive.
- **A Sketchbook or Binder** for notes, handouts, and to collect drawings, newspaper clippings, and ideas to support your projects. This will be checked during the course to ensure research is conducted outside of the classroom and counts as part of your participation grade.
- **Access to a Printer or Printing Services.** For a few projects this semester, it may cost \$3-\$10 per project to print out (depending on paper quality and size). We have printing resources available on campus, particularly at the SOA Print Studio and the Johnson Center but make sure note their business hours (typically 9 a.m.-4 p.m. but not always Monday-Friday). We will go over the printing capabilities of our classroom's printer, which involves preloading MasonMoney onto your Mason ID.
- **Most importantly, bring a good work ethic, curiosity, and a sense of humor.** This will be a favorite class! The dynamic of my classroom relies on students with a positive attitude and who are excited to learn and prepare for the professional working world. This class is not only for artists and graphic designers but will embrace each of your individual career paths and to make that happen, we need full participation from everyone to engage in discussion and lectures and be role models to others. At times, we may discuss topics addressing serious subject matter but we will do it in a professional manner to enhance our project ideas and critical inquiry. Anyone that is not displaying appropriate behavior, and this includes unauthorized cell phone use or any form of bullying; will be dismissed from the classroom.

Not Required But Recommended Books

- *New Media Art* by Mark Tribe and Reena Jana; Taschen, 2006
- *New Media in Art (World of Art)* by Michael Rush, Thames & Hudson; June 2005
- *Digital Art (World of Art)* by Christiane Paul, Thames & Hudson; October 2008
- Any step-by-step guidebooks for Adobe Creative Cloud and/or Apple software. We will sample programs to give you more experience with image making, vector graphics, digital montages as well as some video editing and animation.

University and School of Art Policies: In accordance with George Mason University policy, turn off all beepers, cellular telephones and other wireless communication devices at the start of class. The instructor of the class will keep his/her cell phone active to assure receipt of any Mason Alerts in a timely fashion; or in the event that the instructor does not have a cell phone, he/she will designate one student to keep a cell phone active to receive such alerts.

Commitment to Diversity: This class will be conducted as an intentionally inclusive community that celebrates diversity and welcomes the participation in the life of the university of faculty, staff and students who reflect the diversity of our plural society. All may feel free to speak and to be heard without fear that the content of the opinions they express will bias the evaluation of their academic performance or hinder their opportunities for participation in class activities. In turn, all are expected to be respectful of each other without regard to race, class, linguistic background, religion, political beliefs, gender identity, sex, sexual orientation, ethnicity, age, veteran's status, or physical ability.

Statement on Ethics in Teaching and Practicing Art and Design: As professionals responsible for the education of undergraduate and graduate art and design students, the faculty of the School of Art adheres to the ethical standards and practices incorporated in the professional Code of Ethics of our national accreditation organization, The National Association of Schools of Art and Design (NASAD).

Open Studio Hours: SOA teaching studios are open to students for extended periods of time during the mornings, evenings, and weekends whenever classes are not in progress. Policies, procedures, and schedules for studio use are established by the SOA studio faculty and are posted in the studios. While these resources are available to students, they do not replace attendance for scheduled class time.

ArtsBus Credit: Each student must have up to 5 AVT 300/ArtsBus credits before graduation. For credit to appear on your transcript you must enroll in AVT 300. This also applies to anyone who intends to travel to New York independently, or do the DC Alternate Assignment. If you plan/need to go on multiple ArtsBus trips during a semester and need them towards your total requirement, you must enroll in multiple sections of AVT 300. Please go to the ArtsBus website: <http://artsbus.gmu.edu> "Student Information" for additional, very important information regarding ArtsBus policy. Non-AVT majors taking art classes do not need ArtsBus credit BUT may need to go on the ArtsBus for a class assignment. You can either sign up for AVT 300 or buy a ticket for the bus trip at the Center of the Arts. The instructor of the course that is requiring an ArtsBus trip must approve alternate trips. Spring ArtsBus Dates: 23 February 2019, 30 March 2019, and 13 April 2019.

Visual Voices Lecture Series Spring 2019: Visual Voices is a year-long series of lectures by artists, art historians and others about contemporary art and art practice. Visual Voices lectures are held on Thursday evenings from 7:20-9 p.m. in Harris Theater: <http://soa.gmu.edu/visualvoices/>. Visual Voices Lectures Dates are 24 January 2019, 21 February 2019, 28 February, and 7 March 2019.

Official Communications via GMU E-Mail: Mason uses electronic mail to provide official information to students. Examples include communications from course instructors, notices from the library, notices about academic standing, financial aid information, class materials, assignments, questions, and instructor feedback. Students are responsible for the content of university communication sent to their Mason e-mail account, and are required to activate that account and check it regularly.

University Attendance Policies: Students are expected to attend the class periods of the courses for which they register. In-class participation is important not only to the individual student, but also to the class as a whole. Because class participation may be a factor in grading, instructors may use absence, tardiness, or early departure as de facto evidence of nonparticipation. Students who miss an exam with an unacceptable excuse may be penalized according to the individual instructor's grading policy, as stated in the course syllabus.

Instructor's Attendance Policy: Attendance is mandatory and required to show proof of work! This is an experience class and growth comes only through continued active participation. In case of an unavoidable absence, email me immediately. You are responsible for all missed information. Excessive tardiness and/or more than two absences will result in a severely reduced or failing grade for the course regardless of performance. Non-class open lab periods provide additional work time outside of the classroom, which is recommended for the successful project execution but do not replace class time.

University Honor Code: Students in this class are bound by the Honor Code, as stated in the George Mason University Catalog. The honor code requires that the work you do as an individual be the product

of your own individual synthesis or integration of ideas. (This does not prohibit collaborative work when it is approved by your instructor.) As a faculty member, I have an obligation to refer the names of students who may have violated the Honor Code to the Student Honor Council, which treats such cases very seriously. No grade is important enough to justify cheating, for which there are serious consequences that will follow you for the rest of your life. If you feel unusual pressure about your grade in this or any other course, please talk to me or to a member of the GMU Counseling Center staff.

Using someone else's words or ideas without giving them credit is plagiarism, a very serious Honor Code offense. It is very important to understand how to prevent committing plagiarism when using material from a source. If you wish to quote verbatim, you must use the exact words and punctuation just as the passage appears in the original and must use quotation marks and page numbers in your citation. If you want to paraphrase or summarize ideas from a source, you must put the ideas into your own words, and you must cite the source, using the APA or MLA format. (For assistance with documentation, I recommend Diana Hacker, *A Writer's Reference*.) The exception to this rule is information termed general knowledge—information that is widely known and stated in a number of sources. Determining what is general knowledge can be complicated, so the wise course is, "When in doubt, cite." Be especially careful when using the Internet for research. Not all Internet sources are equally reliable; some are just plain wrong. Also, since you can download text, it becomes very easy to inadvertently plagiarize. If you use an Internet source, you must cite the exact URL in your paper and include with it the last date that you successfully accessed the site.

Writing Center & Collaborative Learning Hub: Students who are in need of intensive help with grammar, structure, or mechanics in their writing should make use of the services of Writing Center, located in Robinson A116 (703-993-1200). The services of the Writing Center are available by appointment, online and, on a walk-in basis. The Collaborative Learning Hub Located in Johnson Center 311 (703-993-3141), the lab offers in-person, one-on-one support for the Adobe Creative Suite, Microsoft Office, Blackboard, and a variety of other software. Dual monitor PCs make the lab ideal for collaborating on group projects, Macs are also available; as well as a digital recording space, collaborative tables, and a SMART Board. Free workshops are also available (Adobe and Microsoft) through Training and Certification; visit ittraining.gmu.edu to see the schedule of workshops and to sign up.

Course Final Grade Breakdown/Critiques and Deadlines:

- **Class Assignments count for 60%**
- **Attendance/Participation, Preparedness/Research, and Blog count for 40%**
Requirement for at least 30 blog posts for the semester (one per class session).

A = Outstanding – Consistently exceptional work that raises the standards for one's entire peer group

B = Above Average – Exceeding the requirements and expectations of the class

C = Average – Meeting all class requirements

D = Below Average – Completion of most, but not all, course requirements (such as blog posts)

F = Fail – Failure to meet the requirements of the course

Each assignment will have a corresponding rubric and instructions. Critical aspects for success in this course involve ensuring that all assignments are completed and submitted on time, in the proper printed format/software-generated file type, adherence to the project's time duration length (such as a one-minute animation or video assignment), and that you actively participate active in class critique. Critiques are essential to artmaking and cultivating your ideas. All students must participate in critiques

with insightful dialogue to receive a grade for their projects. You are expected to arrive to class prepared to work. The great news is students who turn in assignments on time and participate for critique will be able to resubmit the project for a higher grade.

At the end of the semester, final versions of all projects are due to the Professor on either a CD or thumbdrive to upload to the Instructor workstation. Once recorded, grades are final. The Professor is not responsible for lost, corrupted, or incorrect file formats. Please save your work in multiple locations.

Important Deadlines (from the University Registrar):

Martin Luther King Day (no classes)	Mon Jan 21
First day of classes ; last day to submit Domicile Reclassification Application; Payment Due Date; full semester waitlists removed	Tue Jan 22
Last day to add classes —all individualized section forms due	Tue Jan 29
Last Day to Drop (with 100% tuition refund)	Feb 5
Drop period begins with no tuition refund	Feb 6
Final Drop Deadline (with no tuition refund)	Feb 12
Student Self-Withdrawal	February 13 – February 25
Immunization Record Deadline	Thu Mar 1
Midterm progress reporting period (100-200 level classes)—grades available via Patriot Web	Mon Feb 18 – Fri Mar 22
Selective Withdrawal Period (undergraduate students only) (100% tuition liability)	February 26 – March 25
Spring Break	Mon Mar 11 – Sun Mar 17
Incomplete work from Fall 2018 due to Instructor	Fri March 29
Incomplete grade changes from Fall 2018 due to Registrar	Tue April 2
Dissertation/Thesis Deadline	Fri May 3
Last day of classes	Mon May 6
Reading Days Reading days provide students with additional study time for final examinations. Faculty may schedule optional study sessions, but regular classes or exams may not be held.	Tue May 7
Exam Period (beginning at 7:30 a.m.)	Wed May 8 – Wed May 15
Commencement	Fri May 17
Degree Conferral Date	Sat May 18

SCHEDULE OF CLASSES (Adjustments may occur) – JANUARY 2019:

- Mon, 21 January – Dr. Martin Luther King, Jr. Holiday (No Classes)

- **Wed, 23 January – First Day of Classes (Syllabus + Introductions)**

- Homework:
 - Bring 5 Meaningful Objects next class (Be Creative!)
 - Bring your sketchbook or binder for class
 - Bring your thumbdrive to save project files
 - Create/Re-Use Facebook account for “AVT 180 New Media at GMU” Blog
 - Submit 1st blog post by midnight: *What do you expect to learn about in class?*
 - Submit 2nd blog post by midnight: *What is a meme? What purpose does it serve? Can you share an example of a meme that resonates with you?*
- Extra Credit: Attend Maker Faire NoVA Launch Party at Nova Labs in Reston 7-9 p.m. 1916 Isaac Newton Square West, Reston, VA 20190 (Free!)
- Thurs, 24 January – Extra Credit: Attend Visual Voices Lecture – Margaret Boozer
 - GMU Harris Theatre 7:20-9 p.m. (Free!)

- **Mon, 28 January – Class Presentation of Objects/Introduction of Project #1 – The Object**

- Introduction to Computer Equipment/Hardware: iMacs + Wacom Tablets + High-Resolution Scanners + Information About Printing Resources on Campus (SOA Print Studio, Johnson Center, etc.) Note: if you plan to print directly from the printer in our classroom, ensure you have enough MasonMoney on your Mason ID and this is different than meal plan funds.
- Homework:
 - Create 3 sketches of what your project design might look like – What colors do you like? What about shapes? Overall design? Why does it matter how you arrange the objects?
 - Submit 3rd blog post by midnight: *What objects did you bring to class and why?*

- **Wed, 30 January – Introduction to iMacs + Apple iOS Applications**

- Overview of why graphic designers prefer using Macs; history and background of typography and system capability of software applications; and the role of social media today.
- Demonstration: Altering colors and labels for a geographic map.
- Homework:
 - Continue to work on sketches of your design, reference magazine clippings for ideas
 - Collect images on your thumbdrive of your scanned objects
 - Submit 4th blog post by midnight: *What did you learn today about Macs? What are your experiences with using Apple software? Do you currently use any Apple products?*

FEBRUARY 2019:

- **Mon, 4 February – Photoshop: Incorporating Text + Color Correction + Layer Masks**

- Introduction to Photoshop: Vector Images + Image Editing (Magic Wand Tool + Quick Selection) + Transparencies (Magnetic Lasso Tool) + Color Correction (Eyedropper Tool) + Creating/Hiding Layers (Lock and Unlock). Students will be using the scanners and learning about the differences and benefits of certain files types (for example: a .psd, .tiff, .jpg/.jpeg, .gif, .png, .pdf, and more!)
- Demonstration: Creating an example of meme/recreating an image that already exists in the public domain. Understanding the role of fair use and rights, such as discovering, sourcing, and filtering images through Internet searches. Ways to determine whether images are for free use to share or modify, and whether they are protected from/or available for commercial purposes.

- Homework:
 - Submit 5th blog post by midnight: *Is there a file type that you never heard about before until today? Which ones have you been comfortable working with before? What are some best practices to ensure fair use of an image? How can you determine if something is protected or has a copyright on it? What are some resources you can reach out to for help?*

- **Wed, 6 February – Project 1 Due/Professional Mounting Demonstration**

- Continue working on your project in Photoshop; print it out today and we will learn how to professionally mount/paste it on black matboard—this is helpful for presentations/interviews
- Homework:
 - Convert your project from a .psd file to a .pdf document for printing
 - Ensure your project is mounted on black matboard and bring to next class
 - Submit 6th blog post by midnight: *What are the benefits of professionally mounting your project? How does this formally set your project apart? What materials are typically needed to do this? What is the most difficult aspect of the process?*
- Sat, 9 February – Extra Credit: Attend GMU Artist Alley in Johnson Center 11 a.m.-3 p.m. (Free!)

- **Mon, 11 February – Project 1 Critique/Introduction of Project 2 – The Architect**

- We will present each of our projects to the class for feedback. Think about questions you might ask the presenter and of your classmates when you present your project. We are interested to learn about the process, decisions you made, and what final vision you would like to achieve.
- Homework:
 - Take photographs of buildings around campus and at home
 - Bring 5-10 examples on your thumbdrive to next class
 - Submit 7th blog post by midnight: *Did you experience your first class critique today? If so, how did it go? What were some challenges you were able to talk through with your peers? Was there any feedback that resonated with you? Any tips to improve your project?*
- Tues, 12 February – Extra Credit: Attend Maker Faire NoVA Launch Party 4-6 p.m.
 - Located inside of the Fenwick Library Building – GMU MIX Makerspace (Free!)

- **Mon, 13 February – Project 2: Introduction to Illustrator**

- Introduction to Illustrator: Using Vector Masks + Typography Paths + Alterations to Shapes
- Homework:
 - Create 3 sketches of what your project design might look like – What building did you pick? What about the angle and vantage point? Will you crop the image? What are some of the basic shapes you can trace over to create the overall design? Are you thinking of introducing different colors and styles (surrealist, cubist, modernist, painterly, etc.)?
 - Bring 5-10 examples on your Thumbdrive to class
- Homework:
 - Submit 8th blog post by midnight: *What is the difference between Illustrator and Photoshop? What are some benefits from each software application? Which one have you worked in before? What are you interested in learning more about/exploring with the software?*

- **Mon, 18 February – President's Day Holiday (No Classes)**

- Continue to work on your project if you have a free trial version of the software at home or by using any of the open labs in the Art and Design Building.

- Homework:
 - Submit 9th blog post by midnight: *Please respond to Professor's chosen topic online.*

- **Wed, 20 February – Professor at Washington Sculptors Board Meeting (No Classes)**

- Continue to work on your project if you have a free trial version of the software at home or by using any of the open labs in the Art and Design Building.
- Homework:
 - Submit 10th blog post by midnight: *Please respond to Professor's chosen topic online.*

- Thurs, 21 February – Extra Credit: Visual Voices Lecture – Jeremy Boyle

- GMU Harris Theatre 7:20-9 p.m. (Free!)

- Sat, 23 February – Extra Credit: ArtsBus Trip to NYC (Register via PatriotWeb)

- Not required for our class but worthwhile to see the cool museums and galleries

- **Mon, 25 February – Creating Joined Shapes, Grouped Objects, and Blending Colors**

- Continue working in Illustrator. Determine how the overall design looks when original layers are hidden from view. How does the new drawing/traced image look?
- Homework:
 - Submit 11th blog post by midnight: *What is your response to video shared online? How does it relate to what you are learning about when it comes to visual art and new media?*

- **Wed, 27 February – Project 2 Due/Mounting Final Design**

- Continue working in Illustrator. Take the opportunity to professionally mount the printout.
- Homework:
 - Convert your project from an .ai file to a .pdf document for printing
 - Ensure your printed project is mounted on black matboard and bring to next class
 - Submit 12th blog post by midnight: *What is a new technique you learned in Illustrator? Do you like this software better than Photoshop? If so, how do you think the quality turned out?*

- Thurs, 28 February – Extra Credit: Visual Voices Lecture – Morris Nuchnang

- GMU Harris Theatre 7:20-9 p.m. (Free!)

MARCH 2019:

- **Mon, 4 March – Project 2 Critique/Introduction of Project 3 – The Mask/Masquerade Poster**

- We will present each of our projects to the class for feedback. Think about questions you might ask the presenter and of your classmates when you present your project. We are interested to learn about the process, decisions you made, and what final vision you would like to achieve.
- Homework:
 - Research 2-3 charitable causes or elements of social activism
 - Take between 20-30 images of yourself, your silhouette, or likeness to include in the project
 - Submit 13th blog post by midnight: *After going through the critique process, which projects in the class resonated with you? Which designs or styles did you like best? Did you learn a new technique from your peers?*

- **Wed, 6 March – Diving Into Social Activism and Causes and the Role of New Media**

- We will share our topics with the class to ensure we have a broad spectrum of issues covered. Think about what you would like to convey by creating this poster. Why does it matter?
- Homework:
 - Conduct more research on your social activism interest topics and charitable causes
 - Collect images of logos from their respective websites and information for your poster
 - Gather research and write down some new things you learned about this topic
 - Submit 14th blog post by midnight: *What topics are you interested in researching? What does this topic particularly resonate with you? What do you hope to achieve with the poster design? Where can you point us to find out more information?*

- **Thurs, 7 March – Extra Credit: Visual Voices Lecture – Dorothy Moss**

- GMU Harris Theatre 7:20-9 p.m. (Free!)

- **Mon, 11 March-Wed, 13 March – GMU Spring Break Holiday (No Classes)**

- Homework:
 - Submit 15th and 16th blog posts by Sunday, 17 March at midnight: *Please respond to Professor's chosen topics online.*

- **Mon, 18 March – Work on Social Activism Poster in Photoshop/Illustrator**

- Continue working on poster designs and reviewing advertisement examples. Consider which stance you would like to support/participate in. Is this in support of a cause, raising awareness, educating the public, or something that needs more understanding to act/respond?
- Demonstration: Reviewing great examples of frame animations that also evoke powerful narratives, comic relief, and perspectives on societal issues.
- Homework:
 - Submit 17th blog post by midnight: *Please respond to Professor's chosen topic related to societal issues and visual art.*

- **Wed, 20 March – Work on Social Activism Poster in Photoshop/Illustrator**

- Continue working on project during class. Ensure the images print out crisp and clear.
- Homework:
 - Convert your project from a .psd or .ai file to a .pdf document for printing
 - Ensure your project is mounted on black matboard and bring to next class
 - Submit 18th blog post by midnight: *Please respond to Professor's chosen topic related to societal issues and visual art.*

- **Sat, 23 March – Off the Wall Exhibition: Annual Artwork Scholarship Fundraiser**

- **Mon, 25 March – Project 3 Critique/Introduction of Project 4 – The Resume**

- We will present each of our projects to the class for feedback. Think about questions you might ask the presenter and of your classmates when you present your project. We are interested to learn about the process, decisions you made, and what final vision you would like to achieve.
- Homework:
 - Type up your resume information and bring a previous resume if you have it
 - Create 3 sketches of potential logo designs for yourself – What would you like to do after college? What fields/industries interest you? Is there a particular position you would like to

apply for? How can you tailor your resume to emphasize your skills and career interests?

- Submit 19th blog post by midnight: *What are some activities you filled out in the Ikigai Venn diagram? Did this help you brainstorm and organize ideas for future career paths, hobbies, and interests? What does achieving Ikigai mean to you?*

- **Wed, 27 March – Peer Review of Your Resume/Introduction to InDesign Capabilities**

- Continue working on your resume design. This can include a combination of Microsoft Word for editing of text, Photoshop or Illustrator for editing the logo, or sampling some InDesign layouts for inspiration.
- Demonstration will include an overview of the different page layout features within InDesign.
- Homework:
 - Research and collect 5-10 logo inspirations that enjoy or have interacted with their company culture, products, and/or services. What did you like about these designs?
 - Gather some ideas by searching for infographic resumes online. Do any of these examples inspire some color palettes, information flow, or spacing out the text a certain way for you?
 - Submit 20th blog post by midnight: *Have you ever used InDesign before? What are some of the benefits of the program? What are some cool things you learned about infographics?*

- **Sat, 30 March – Extra Credit: K-12 STEM Symposium for National Capital Region (Free!)**

- Nysmith School for the Gifted, 13625 EDS Drive, Herndon, VA 20171 9 a.m.-3 p.m.

- **Sat, 30 March – Extra Credit: ArtsBus Trip to NYC (Register via PatriotWeb)**

- Not required for our class but worthwhile to see the cool museums and galleries

APRIL 2019:

- **Mon, 1 April – Peer Review of Your Logo and Resume**

- Finish logo design and include it into the resume. Try to fit content onto one page or consider creating an infographic. How about a landscape design or using some unique symbols?
- Homework:
 - Print out a copy of your final resume design for critique on layouts and styles for next class
 - Submit 21st blog post by midnight: *How did peer review of your resume help with generating the final design? Did your peer reviewer pick up on something that could help organize your information better or express the overall vision as embodied in your logo?*

- **Wed, 3 April – Finalize Resume Logo and Layout Design**

- Finish logo design and include it into the resume.
- Demonstration: Using your flat image logo design, we will transform it into an animated .gif file that can be used for a website or capture the attention of a future employer with an automated (and energetic!) feature to work in email attachments.
- Homework:
 - Submit 22nd blog post by midnight: *Please respond to Professor's chosen topic related to logo designs online.*

- **Mon, 8 April – Project 4 Resume Critique & Introduction of Project 5 – The Ephemeral**

- We will present each of our resume designs with the class. Please make sure to print out a copy of your final design with the logo you created on it. No mounting is required for this project.
- Homework:
 - Submit 23rd blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Wed, 10 April – Introduction to Creating Frame Animations**

- Introduction to how we can create animated projects, frame by frame in Photoshop. This is a great project to showcase the many possibilities there are for the application. Students will also learn how to incorporate sound bytes into their projects.
- Demonstration: Reviewing great examples of frame animations that also evoke powerful narratives, comic relief, and perspectives on societal issues.
- Homework:
 - Gather relevant images and research for the project.
 - Create storyboard sketches of what you would like to occur during your animated feature.
 - Submit 24th blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Sat, 13 April – Extra Credit: ArtsBus Trip to NYC (Register via PatriotWeb)**

- Not required for our class but worthwhile to see the cool museums and galleries

- **Mon, 15 April – Continue Working on Frame Animation**

- Research content and gather images to include into your animation.
- Side saddle with a colleague in the class and talk about techniques and what you would like to include in your project. What image would you like to be in the background? Is this your scene setter? Do the locations or landscapes ever change? How are you thinking about starting out the animation? What does the introduction, middle, and conclusion look like?
- Homework:
 - Gather relevant images and research for the project.
 - Create storyboard sketches of what you would like to occur during your animated feature.
 - Submit 25th blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Wed, 17 April – Continue Working on Frame Animation**

- Research content and gather images to include into your animation.
- Homework:
 - Gather relevant images and research for the project.
 - Create storyboard sketches of what you would like to occur during your animated feature.
 - Submit 26th blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Mon, 22 April – Continue Working on Frame Animation**

- We will present each of our projects to the class for feedback. Think about questions you might ask the presenter and of your classmates when you present your project. We are interested to learn about the process, decisions you made, and what final vision you would like to achieve.

- Homework:
 - Gather relevant images and research for the project.
 - Create storyboard sketches of what you would like to occur during your animated feature.
 - Submit 27th blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Wed, 24 April – Continue Working on Frame Animation**

- Take this time to prepare and combine all projects into one folder with your name on it.
- Remember that all 30 blog posts are due before the final class on Wednesday, 1 May.
- Homework:
 - Gather relevant images and research for the project.
 - Create storyboard sketches of what you would like to occur during your animated feature.
 - Submit 28th blog post by midnight: *Please respond to Professor's chosen topic related to animation online.*

- **Mon, 29 April – Finish Project 5 Animation Project**

- Take this time to prepare and combine all projects into one folder with your name on it.
- Remember that all 30 blog posts are due before the final class on Wednesday, 1 May.
- Homework:
 - Ensure you have all project files saved to your thumbdrive to turn in on Wednesday
 - On the last day of class, we will present our final one-minute animation project
 - Submit 29th blog post by midnight: *What did you enjoy most about working on your final project? What were some challenges you ran into?*
 - Submit 30th blog post by midnight: *What were your final takeaways from the class? What did you learn? What was your favorite technique or tool that you used in the software?*

MAY 2019:

At the end of the semester, final versions of all projects are due to the Professor on either a CD or thumbdrive to upload to the Instructor workstation. Once recorded, grades are final. The Professor is not responsible for lost, corrupted, or incorrect file formats. Please save your work in multiple locations.

- **Wed, 1 May – Final Day of Classes/Project 5 Critique (All project files due on this day!)**

- We will present each of animations to the class for feedback. What were your main takeaways with this project? Now's the time to celebrate!
- Homework:
 - None! Thank you for a great semester!

- **Mon, 6 May-Wed, 15 May – Finals Week**

- **Mon, 6 May – GMU School of Art Senior Show Opens (Free!)**

- The entire building is open to the public to see projects from sculpture, photography, graphic design, new media, sound art, painting, drawing, and printmaking, and more!

- **Sat, 10 May – Senior Show Reception – Art and Design Building Gallery 6-9 p.m.**