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## MART 422.01: Digital Compositioning II

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Media Arts 422-01

## **Digital Compositing II**

Fall2012 - The University of Montana, Missoula

McGill 226

Professor: Kim, Heejoo Gwen

**Office Hours:** Tuesday 09:10-11:00 am

**EMAIL:** [heejoo.kim@umontana.edu](mailto:heejoo.kim@umontana.edu)

### **COURSE DESCRIPTION**

This is a graduate studio course where artists will integrate production techniques, various forms of digital design, and create original time based digital compositions as an expressive and communicative art form. Aesthetic, technical, historical and conceptual issues will be addressed through lectures, demonstrations, projects, and critiques.

This is a semester to research and develop the skills/techniques necessary to complete a solid "masterpiece" or collection of smaller work. The subject and scope of this final project is set by the student, and approved by the instructor. The goal is to have a refined and polished time-based digital composite for the student's portfolio.

Students are evaluated based on their contribution to the class discussions, critiques, and technical proficiency with various media and toolsets.

### **OBJECTIVES**

Students will demonstrate understanding of the following principles and techniques through the semester:

: : Concepts and Terminology compositing

composition animation collaborative process client/studio relationships deadlines

: : Application of still image based software in conjunction with motion and time based software :Adobe After Effects, Photoshop, Illustrator and Final Cut.

: : Project Development and presentation

: : Professional Production Techniques

### **TOPICS**

: : Topics will be based on student surveys and requests throughout the semester

: : Professional Artistic Process via web conference sessions with various artists and professionals in the design/film/media art businesses

: : Portfolio presentation

### **GRADING**

#### **Philosophy**

It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.

#### **Evaluation**

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects, your participation in class discussions, and professionalism during the course.

Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed on the 15-week schedule sheet.

### **Expectations for class participation**

Participation by all members is critical to the success of this studio. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic.

### **Attendance & participation**

Good attendance and punctuality are expected for this course and will strongly affect your grade. This class only meets once a week, so only two (2) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of five (5) absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a verifiable death in the family or illness with a doctor's note.

### **Classroom etiquette**

You are expected to conduct yourself with proper respect for the classroom environment. Disruptive behavior will not be tolerated. **Turn off your cell phones** and beepers prior to class. (Does anyone even have beepers anymore?)

**THE LAB • What this lab is.....** This lab has been established so that students in the **Media Arts department** can have a dedicated lab in which to do their course work. You will have Griz Card access to this lab all day, every day. After hours access to the McGill building (locked after 10pm) can now be activated via approved Griz Cards on the south entrance nearest the tennis courts.

• **What this lab is not.....** This lab will **not** be used to work on things that are outside of the course requirements and will not be used by students outside of the program. If you want to spend time fooling around with your friends, then do it at home. Abuse of this lab will not be tolerated.

### **SOFTWARE INFORMATION**

The primary software programs that you will be using, but not limited to are: • **Adobe After Effects CS 5 • Adobe Photoshop CS 5 • Adobe Illustrator CS 5**

You will also be using the Internet and the network browser in the lab.

• It is important that throughout the class you take advantage of the manuals, the program help menu, and related articles downloaded from the web.

**THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.**

### **Academic Misconduct and the Student Conduct Code**

All students must practice academic honesty. Academic misconduct is subject to an

academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at [www.umt.edu/SA/VPSA/Index.cfm/page/1321](http://www.umt.edu/SA/VPSA/Index.cfm/page/1321).

## Semester Schedule

week1 : 08.27.13

Course Introduction / create blog(wordpress) for the class: set up the introduction page

week2 : 09.03.13

Concept development

week3 : 09.10.13

Concept development / research / sketches

week4 : 09.17.13

Research / sketches

week5 : 09.24.13

Working on prototype

week6 : 10.01.13

Working on prototype

week7 : 10.08.13

Midterm : prototype / working progress presentation

week8 : 10.15.13

Individual meeting / Working on final project

week9 : 10.22.13

Individual meeting / Working on final project

week10 : 10.29.13

Individual meeting / Working on final project

week11 : 11.05.13

Individual meeting / Working on final project

week12 : 11.12.13

Individual meeting / Working on final project

week13 : 11.19.13

Individual meeting / Working on final project

week14 : 11.26.13

Final project presentation

week15 : 12.11.12

Final project presentation

### resources

[A+B=C, A lecture by John Maeda](#)

[data visualization](#)

[Bitmap and Vector Graphics: What's the Difference?](#)

Designing Minds: Stefan Sagmeister [1](#), [2](#), [3](#)

screening : [saul bass](#)

[kyle cooper:seven](#)

[interview 1](#)

[interview 2](#)

danny yount six feet under

<http://www.youtube.com/watch?v=X9iv5vn0ZB0>

<http://www.youtube.com/watch?v=frWH6ZCJtyM>

[www.artofthetitle.com](http://www.artofthetitle.com)

[Motion Graphics Served :: Gallery](#)

[paper dreams](#)

[Streamschool \(Patakiskola\)](#)

[once more, once more](#)

[forget me not](#)

[Consuming Spirits](#)

[frictions](#)

[Put Your Gun Away, Rimer London](#)

[How I Made the Cut-out Animation](#)

[BATTERY CAGE](#)

[symphony](#)

[1923 aka Heaven \(by Max Hattler\)](#)

[Mothlight – Stan Brakhage \(1963\)](#)

[Abstract Animation by Mike Erla](#)

[oil in water](#)

[Invention of Love](#)

[symphony](#)

[blu](#)

[blu](#)

[robert hodgin](#)

[partitura](#)

[royal college of art, animation](#)

[Origami In the Pursuit of Perfection](#)

[Box Animation](#)

[WWF Commercial – Threads](#)

[Without Arms](#)

[thirdseventh](#)  
[1stavemachine](#)  
[pleix](#)  
[zeitguised](#)  
[Nokta](#)  
[The Host](#)  
[ryan by chris landreth](#)

Basic Composition

<http://www.johnharveyphoto.com/LearnComposition/>  
<http://www.youtube.com/watch?v=ENHKjb8ltAM>

Color

[www.colorblender.com](http://www.colorblender.com)  
[www.kuler.adobe.com](http://www.kuler.adobe.com)  
[www.colourlovers.com](http://www.colourlovers.com)

Design Principle

[http://www.digital-web.com/articles/principles\\_of\\_design/](http://www.digital-web.com/articles/principles_of_design/)  
<http://www.johnlovet.com/test.htm>

<http://www.visual-research.com/research.html>  
[http://www.medialit.org/reading\\_room/article694.html](http://www.medialit.org/reading_room/article694.html)  
<http://www.moma.org/interactives/exhibitions/2008/elasticmind/index.html>

Information

[http://www.ted.com/talks/paola\\_antonelli\\_treats\\_design\\_as\\_art.html](http://www.ted.com/talks/paola_antonelli_treats_design_as_art.html)  
[http://www.ted.com/talks/lang/eng/golan\\_levin\\_ted2009.html](http://www.ted.com/talks/lang/eng/golan_levin_ted2009.html)  
[http://www.ted.com/talks/scott\\_mccloud\\_on\\_comics.html](http://www.ted.com/talks/scott_mccloud_on_comics.html)  
<http://lawsofsimplicity.com/>  
[http://www.ted.com/talks/lang/eng/elizabeth\\_gilbert\\_on\\_genius.html](http://www.ted.com/talks/lang/eng/elizabeth_gilbert_on_genius.html)

for inspiration:

[http://www.ted.com/talks/taylor\\_mali\\_what\\_teachers\\_make.html](http://www.ted.com/talks/taylor_mali_what_teachers_make.html)  
[http://www.ted.com/talks/ken\\_robinson\\_says\\_schools\\_kill\\_creativity.html](http://www.ted.com/talks/ken_robinson_says_schools_kill_creativity.html)  
[http://www.ted.com/talks/sir\\_ken\\_robinson\\_bring\\_on\\_the\\_revolution.html](http://www.ted.com/talks/sir_ken_robinson_bring_on_the_revolution.html)