

ARST190: Digital Foundations

Wesleyan Summer Session 2020 | Professor Chenier

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Credits: 1. Prerequisites: None.

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Course Description

This introduction to the digital studio engages software and digital media as an expanded field of creative production in contemporary art and design. Through a sequence of workshops, exercises, and hands-on digital projects, students will build a technical and creative toolkit for developing, refining, and presenting original work. Open to all skill levels, this course prioritizes sustained and rigorous engagement with digital tools while emphasizing conceptual and thematic problems in digital art and culture.

Workshops in image manipulation, compositing, motion graphics, and visual design will be led online by the instructor. This will be complemented by live “open studio” work sessions, slide lectures, screenings, and reviews. Students will be given asynchronous online access to all course materials as well as access to Adobe Creative Cloud software. A course assistant will offer peer mentoring and technical support remotely several evenings a week.

Goals

- Students will learn to conceive, plan, execute, and present work in a digital medium that thoughtfully engages visual form and content.
- Students will become independent agents in learning new skills and techniques in creative software.
- Students will learn to think creatively and critically about the role of technology in visual media.
- Students will become *critical makers* through an iterative, hands-on creative process which validates *making* and *doing* as vital forms of communication and expression.

Course Requirements

Grading

Students will be evaluated based on the following criteria: Participation and attitude. Creative and conceptual effort. Technical development and progress over the term.

Grade breakdown:

4 Short Projects: 40%

1 Midterm Project: 20%

1 Oral Presentation: 10%

1 Final Project: 30%

Participation

Active participation throughout this course is required. Even while working remotely and asynchronously, students are expected to maintain sustained and rigorous studio practices throughout the term. In addition to producing work on time, students are expected to be fully engaged with readings, film screenings, and project research.

Students are expected to be present for all class meetings. Chronic lateness and/or absence jeopardizes your grade. After 1 absence, each following absence results in a full letter reduction of the final grade (I.E. if you miss 2 classes, an "A" becomes a "B"). Students with 4 absences cannot complete this course.

Statement of Commitment

Please commit to the following: Put in the time. Be respectful of both your peers' time and mine. Work your hardest, be self-motivated, learn by taking risks and by responding to feedback and failure. Share what you learn and know freely with all. Push yourself beyond your comfort zones. Be brave, adventurous, and surprising!

Presentations

Students will select an artist about whom they will craft a 15 minute oral presentation. Presentation materials - texts, images, links, etc. - must be circulated to the class the night prior to presentations. These materials must be of high quality and should be generous in number. Presentations must be coherently organized and thoughtfully articulated. This is a service both to yourself and to the group. Students may screen no more than 4 minutes of a video during their presentations.

Calendar

TBD

Resources

*Rhizome: <http://rhizome.org/>

*Art F City: <http://artfcity.com/>

DIS Magazine: <http://dismagazine.com/>

BitForms Gallery: <http://www.bitforms.com/>

Electroboutique: <http://www.electroboutique.com/cont/>

*Ars Electronica: <http://www.aec.at/news/>

Mute: <http://www.metamute.org/>

VVork: <http://www.vvork.com/>

Vdrome: <http://www.vdrome.org/>

Net Art: <http://www.net-art.org/>

Elephant Magazine: <https://elephantmag.com/>

Eyebeam: <http://eyebeam.org/>

eyeo Festival: <http://eyeofestival.com/>

FAT (Free Art Technology Lab): <http://fffff.at/about/>

FORM+CODE: <http://formandcode.com/>

We Make Money, Not Art: <http://we-make-money-not-art.com/>

*Leonardo: [International Society for the Arts, Science, and Technology](#)

Moma | Architecture and Design: [here](#)

The New Museum: <http://www.newmuseum.org/>

Cooper Hewitt Smithsonian Design Museum: <http://www.cooperhewitt.org/>

Creators Project: http://thecreatorsproject.vice.com/en_us

Artsy: <https://www.artsy.net/>

Transfer Gallery: <http://transfergallery.com/>