

NEW COURSE PROPOSAL

PROGRAM AREA: **ART**

1. Catalog Description of the Course. *[Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of ___ units); time distribution (Lecture ___ hours, laboratory ___ hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]*

ART 422 ADVANCED ARTISTIC PROBLEMS: DIGITAL MEDIA ART (3-3)

Six hours laboratory per week.

Prerequisite: ART 322 or 325 or 326

Investigations into the development of advanced concepts, innovative processes and personal artistic style working in digital media art. Students achieve increased artistic depth and advanced technical proficiency leading to the development of a congruent body of work. Creation of a professional portfolio presented on Video, CD Rom or DVD is a required component of the course work.

2. Mode of Instruction.

	Units	Hours per Unit	Benchmark Enrollment
Lecture	_____	_____	_____
Seminar	_____	_____	_____
Laboratory	___3___	___2___	___20___
Activity	_____	_____	_____

3. Justification and Learning Objectives for the Course. (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

Justification

This course fulfills three units of required upper division studio art course for the Art Major in the studio art option.

This is the final course in a sequence of Digital Media Art courses designed for the student seeking to expand their knowledge and proficiency into the realm of digital art technology. A course of this level and depth provides students with the opportunity to conceptually and technically refine their work in preparation for professional artistic practice. Numerous creative, professional and academic opportunities await the artist proficient in digital media. This course advances the mission of the CSUCI Art Program and the University to be on the forefront of technological innovation. It also serves to prepare CSUCI students to succeed as digital media artists working in the competitive world of the arts and/or entertainment industries. Work in a studio art course of this nature is created through complicated experimentation involving evolving artistic concept and technique. For this reason, it is necessary that this course to be repeatable for an additional three units, allowing students time to resolve complex technical problems and create projects of greater artistic scope and scale.

Learning Objectives

Through studio projects involving technical demonstrations, artistic exercises, class discussions, field trips to museums and galleries, project presentations and class critiques, students will:

- Develop projects that integrate traditional art processes with digital art technologies.

- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.
- Express, through the process of artistic production, personal theories and artistic statements in relation to diverse global events.
- Design and execute artistic experiments working in CGI and digital media.
- Develop skills leading toward professional artistic practice through the refinement of ideas and technique.
- Produce individual works of art.
- Demonstrate advanced proficiency working with digital media art processes in the development of art projects.
- Produce group projects involving collaborative team assignments.
- Develop artistic skills leading toward professional practice in the arts.
- Produce a professional portfolio of artworks created in the term of the course.

4. Is this a General Education Course YES NO
 If Yes, indicate GE category:

A (English Language, Communication, Critical Thinking)	
B (Mathematics & Sciences)	
C (Fine Arts, Literature, Languages & Cultures)	
D (Social Perspectives)	
E (Human Psychological and Physiological Perspectives)	

5. **Course Content in Outline Form.** *[Be as brief as possible, but use as much space as necessary]*

ART 422 Advanced Artistic Problems: Digital Media Art (3-3)

Students are encouraged to explore and refine specific techniques and elements of interest in their personal work. In consultation with the instructor, students will conceive, design, and execute specific projects best suited to enhance their future goals and artistic development. Projects will generally fall into, but are not limited to categories listed below.

- Computer Animation
- Conceptual Art
- Digital Compositing
- Digital Film
- Digital Imaging
- Digital Video
- Experimental Animation
- Media Installations
- Motion Graphics

- Multimedia_ Installation
- Time-Based Imaging
- Visual Effects

Creation of a professional portfolio presented on Video, CD Rom or DVD is a required component of the course work.

6. References. [Provide 3 - 5 references on which this course is based and/or support it.]

Fifer, Sally Joe & Doug Hall. *Illuminating Video*. Dallas: Aperture Press, 1997.
Goulekas, Karen. *Visual Effects in a Digital World*. New York: Morgan Kaufman, 2000.
Katz, Stephen. *Film Directing Shot by Shot*. Studio City: Studio Press, 1996.
Lovejoy, Margot. *Postmodern Currents*, Inglewood: Prentice Hall, 1995.
Moser, M. A. *Immersed in Technology: Art and Virtual Environments*. Cambridge: MIT Press, 1996.
Penny, S. *Critical Issues in Electronic Media*. New York: .University of New York Press, 1999.

7. List Faculty Qualified to Teach This Course.

- Jack Reilly, MFA, Professor of Fine Arts

8. Frequency.

a. Projected semesters to be offered: Fall ___x___ Spring ___x___ Summer _____

9. New Resources Required.

- a. Computer (data processing), audio visual, broadcasting needs, other equipment
- b. Library needs
- c. Facility/space needs

• No new resources will be required to offer this course. This course will be offered in the CSUCI Art Complex multimedia computer lab equipped with the latest digital art software. Existing equipment and facilities are currently adequate to support the implementation of this course.

10. Consultation.

Attach consultation sheet from all program areas, Library, and others (if necessary)

11. If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.

Jack Reilly, MFA, Professor of Fine Arts

12-8-2002

Proposer of Course

Date