Policy Statement and Syllabus: Film 3200 Two Dimensional Experimental Animation - FA 3200 Experimental Animation, Video and the Web
Film / Fine Arts– University of Utah
Semester: (Spring 2010)
Instructor: Kent Maxwell
Email: kent.maxwell@utah.edu (I don't check my email every day, so if you need to reach me urgently call me before 10 am or after 7 pm)
Phone: 801 328-3053
Office Hours: By appointment.

Online Information & Server Address:
Class Web site: http://home.utah.edu/~klm6/3200/3200.html. Or go to home.utah.edu/~klm6 click on the FA 3200 Home Page link.

Course Description: This course is designed to help students establish an aesthetic and evolve a form that speaks of a personal vision. The spirit of this hands-on course is exploratory. Students are offered an introduction into the aesthetic, techniques, and historical evolution of experimental media.

Prerequisites: You will be expected to have basic computer (Macintosh) skills.

Reference Manual or Textbook: There is no text for this class, but since we will be using Adobe Photoshop, Final Cut Express (or Final Cut Pro) and possibly Adobe After Effects, you will find the Help useful (you can get a pdf or html copy of for Final Cut from the application- I'll show you, or Final Cut Help and Adobe Help is on line.). Also on in the Knowledge Commons Reference bookshelves on the second floor, and especially on-line at the Marriott Library are: several reference manual on Final Cut Pro, Final Cut Express, and Photoshop that may be useful to you.

Class Meets: Tuesdays, and Thursdays, 6:00 to 8:00 pm, in the MLI 1008, January 12 through April 27, 2010, except Spring Break, March 23 & 25.
Your Final Project (and all late work) will be due on Tuesday, May 4, 2010, at 6:00 pm in MLI 1008.

Materials: We will be using Macintosh computers and various software applications (various applications from free ware off the web to Final Cut Pro), scanners, DVD burners, digital video input devices and cameras.

You will need a portable drive for the first couple of weeks (get one right away), a flash drive will work o.k., the larger the better. They have inexpensive 2gb, 4gb, and 8gb at the bookstore. You also might consider a 8x fire wire (or USB hard) drive. If you already have one you can use it, if not, don't go out and buy one until I talk about them.

You will also need several DVD±Rs with jewel cases during the semester, I will tell you when.

In the second half of the class you will need access to a video camera (almost any format will do) or a digital camera (it will help if it will take 30 seconds of movie or more) or a web cam. There will be camcorders you can check out through the Film Department.

For your assignments you may use your own Macintosh computer or the Macintosh computers in the Marriott Library or in the Union Building. All of the assignments can be done on any of the networked Macs in the Library, Union Building, or in the Art Department, but some of the assignments may require specific machines, like one with a scanner. If you have your own computer, obviously you can use it, if you have the same software. Older version of the software will work for some projects but some projects will require new versions. You will need Photoshop (CS3 or newer), and FCExpress (4) FCP (6 Or 7) You will be required to turn in your work in a form that I can open on a Mac in the classroom, Photoshop files, Final Cut (Pro or Express) projects, and QuickTime movies.

Course Requirements

This class is a Fine Arts studio class. It will require a decent amount of time, 10 to 15 hours or more a week out side of class. Generally you will be working on projects. Several assignment (each with multiple parts) including: animated gifs and QuickTime movies that you will post on the web; several short digital videos (animation and experimental audio/video/DVDs), etc. One of these projects may be a group/class project. There will be web readings, and some simple research. There will be several pop quizzes on the reading material, and/or on use of applications with the computer.

You can get a good idea of what the class will entail by looking at the website for the last time I taught this class at: http://home.utah.edu/3200/3200_09.html

Turn in your assignments on time. This is especially important if you want feedback. Late work will be accepted but it will be docked.

There will be demonstrations every session. So come to class. Successful completion of this course will depend on good attendance. A great deal of technical information will be covered in class. If you are absent from class you will be responsible for following-up on missed work and obtaining any missed handouts or information. Students are also expected to participate in class discussions and assignment critiques.

I grade each assignment on a 10 point scale: 10 is excellent; 7 is good, this is the average grade; 5 is fair, below 5 is poor, usually for really late assignments or work that has little to with the objective of the assignment. I will post assignment grades on a page accessed from the class web page. Grades will be posted after we have critiqued each assignment. You may rework any on time assignment and turn it in to improve your grade. But, your time and grade may be better served by concentrating on the current assignment.

Additional Information

The American with Disabilities Act (ADA) requires that reasonable accommodation be provided for students with physical, sensory, cognitive, systemic, learning, or psychiatric disabilities. Students requiring such accommodation should speak with the professor at the beginning of the semester in order to make appropriate arrangements for this course. The Center for Disabled Student Services (Olpin Union, 581-5020) will also need to be informed. See the following link for more information: http://www.sa.utah.edu/dds/

The registrar cautions students that withdrawing from a course and other registration matters, including tuition, are the student's responsibility. See the following link for more information: http://www.sa.utah.edu/regist/pages/Fall2010.htm

In accordance with university policy (as articulated in the Student Code), academic misconduct—including cheating, fabrication of information, and plagiarism—is not tolerated in this course. A student found engaging in this behavior will receive a failing grade. If at any time you are unsure whether your actions constitute academic misconduct, please see the professor in order to clarify the matter. See the following link for more information: http://www.admin.utah.edu/ppmanual/8/8-10.html

Activities and materials assigned for this class have been carefully scrutinized and selected. Some students may find some of the materials, presentations, lectures, or audio/visual materials controversial or in conflict with their core values. It is your responsibility to review the syllabus, readings, assignments, and materials to be sure that this is a course you wish to take. Should you have questions or concerns, please see me immediately.