

SCHOOL OF FINE ART AND MUSIC
Winter Semester 2016
SART*4230
SPECIAL TOPICS IN PAINTING & DRAWING

INSTRUCTORS: Sarah Jane Gorlitz and Wojciech Olejnik
TIME Monday & Wednesday 7:00 – 10:00 pm
LOCATION: Zavitz Hall, 312/313
OFFICE: Zavitz 405
PHONE: NA
EMAIL: TBA
OFFICE HOURS: Wednesday 5:30-6:30 pm

CALENDAR DESCRIPTION:

This is a variable-content advanced course in which the specific theme, subject, or technique will vary according to the instructor and will consist of topics not otherwise available in the curriculum. Examples include: digital painting, watercolour, installation and painting, narrative in painting, etc. Studio work will be supported by readings in contemporary theory and criticism and in-class discussions about pertinent artists.

Prerequisite(s): (ARTH*2220 or ARTH*2480), SART*3200

Restriction(s): Registration is limited to students registered in the Art History or Studio Art specializations of the Bachelor of Arts program with an average of 70% in all ARTH and SART course attempts.

COURSE DESCRIPTION:

This Special Topics course will introduce students to simple animation techniques and technologies, in order to reflect on considerations of time, movement or repetition, and how these may relate to the practice of drawing and painting. Recognizing the cross-disciplinary nature of many contemporary art practices, this course encourages drawing and painting students to explore the medium of stop-motion animation. Students will experiment with DIY methods and self-taught, low-fi technologies, using a phone camera and laptop (along with traditional art materials), and learn how to use simple softwares to make animations. Students who may have little experience in working with digital technologies, will benefit from the chance to develop their ideas within a time-based medium.

This course is conceptually driven, with projects addressing thematic topics within the field of animation, and includes lectures, presentations, two 'close-readings' of related texts, and regular group critiques. This critical, contemplative context will encourage students to situate their 2d drawing/painting practice within broader contexts of artistic production. This will be balanced by weekly, hands-on, practical workshops, where students will work in-class to learn useful technical skills involved in first-time DIY video making and animation. These will include introductions to the basics of: model-making, storyboarding, animating drawings/paintings,

lighting, frame rates, digital camera handling, importing files into editing softwares, basic understanding of the principles of editing (such as optimal settings for rendering), and outputting to audio-visual equipment. The course comprises four major projects and one in-class exercise. Group and individual critiques, and class discussions will be a regular feature of this course, and engaged participation in these activities is essential for individual success as well as to encourage a productive class environment.

NOTE:

This is a 1.0 credit course. Each week, students are expected to spend approximately 4–6 hours outside of class on related course work.

LEARNING OUTCOMES:

By the end of this course, successful students will:

- be able to consider time and movement in relation to their 2d drawing/painting practice.
- be able to demonstrate critical thinking and problem solving.
- be able to engage in group discussions to analyse and reflect on artworks, written texts and ideas.
- have gained various technical skills involved in first-time DIY video making and animation, including basic understanding of: modelmaking, storyboarding, animating drawings/paintings, frame rates, DSLR camera handling, importing files into editing softwares, basic understanding of the principles of editing, rendering a video file using an editing software such as Adobe After Effects, Premiere Pro or Final Cut, outputting to audio-visual equipment.
- will have had the opportunity to develop their own creative interests through experiential learning, towards the completion of five artworks.

LAB FEE:

A compulsory materials fee of \$20.00 will be charged for materials and services provided in support of required course projects. The amount will be invoiced by the Office of the Bursar and paid directly with your tuition payment – no additional payment is necessary. The lab fee will cover the cost of some materials to be distributed in class.

THE LAB FEE WILL NOT BE REFUNDED AFTER THE THIRD WEEK OF CLASSES.

COURSE REQUIREMENTS:

Following the hands-on, experimental nature of the medium, it is crucial that you are present, in class to participate fully in this course, to learn from the presentations and demonstrations and make use of the work periods. You will need to block into your schedule a minimum of five hours a week of studio time outside of class, and we will have limited availability to help with technical issues outside of class and office hours. Take assignment deadlines seriously, as late assignments will be docked marks. You will need to check your e-mail regularly for reminders from us in preparation for class and you will be expected to arrive prepared to work, with materials, tools and equipment on hand. Later in the term you may need to spend time independently in the computer lab. Read the assigned readings at least twice and prepare

notes. Participate in class critiques and discussions, and attend artist talks and openings whenever possible.

METHOD OF EVALUATION:

Evaluation of student work will be provided as each individual project is completed. When evaluating projects, more than technical mastery of the medium, we will be looking for creativity in the exploration of techniques and a strong conceptual interest as an artwork.

In-class collage/video	(January 18)	5%
Short writing response:		
Henri Bergson's <i>False Recognition</i>	(January 30)	2.5%
GIF as ACTIVIST GESTURE	(February 1)	15%
Time-lapse Drawing	(February 27)	20%
Short writing response:		
Gilles Deleuze's <i>From Recollection to Dream</i>	(March 6)	2.5%
Transformation Drawing	(March 22)	20%
Cut / Fade / Loop	(April 5)	20%
Presentation		5%
Participation		10%

MATERIALS:

a phone camera or laptop camera or webcam or DSLR camera (options to be discussed in class)

drawing paper or sketchbook

a variety of basic art materials (pencils, eraser, charcoal, sharpie, ruler, xacto knife, masking tape)

Other materials (including found materials) as required

SAFETY:

Safety in the studio, etc. is a priority at all times. In order to ensure safety of all participants, the safety procedures/guidelines provided by the instructor must be followed. It is the responsibility of each student to attend any safety orientation that is provided.

General Protocols:

1. Email is the official route of communication between the University and its students. Students should check their U of G email accounts (" Gryph Mail ") regularly.
2. Students should keep copies of all out- of -class assignments.
3. Students have the responsibility to familiarize themselves with the Undergraduate Calendar, including Section VIII " Undergraduate Degree Regulations and Procedures " which includes a sub-section addressing academic misconduct. The URL for the Undergraduate Calendar is:
<http://www.uoguelph.ca/registrar/calendars/undergraduate/current/>
4. The final date to drop one-semester courses, without academic penalty, is: **Thursday, March 10th 2017.**

ALEXANDER HALL ACCESS:

To access the studio after hours, students will need to get their student cards activated as swipe cards (see Robin in Zavitz 204 after the first week of classes). You will require your student ID card, your course code and section number.

NOTE: it will take at least 24 hours for your card to become active.

ACCESSIBILITY

The University of Guelph is committed to creating a barrier-free environment. Providing services for students is a shared responsibility among students, faculty and administrators. This relationship is based on respect of individual rights, the dignity of the individual and the University community's shared commitment to an open and supportive learning environment.