UTRGV™

ARTS 4336 : Multimedia Production and Design (1:50-4:30)
INTERDISCIPLINARY PRACTICES with VIDEO
SYLLABUS
FALL 2021 TERM

COURSE INFORMATION:
Day|Time: Tuesday/Thursday | 1:50-4:30pm
Location: TR 1.112/1.116 | Zoom (see Schedule – subject to changes – Announcements to follow)

Course Modality:

Hybrid/Reduced Seating Courses (REDUC)

INSTRUCTOR INFORMATION:

Jeffrey Charles Stanley
E-Mail: jeffrey.stanley@utrgv.edu
Office location: Zoom / virtual
Office hours: T/TH – 12:30-1:30pm & Friday TBD

COURSE DESCRIPTION, PREREQUISITES & MODE OF LEARNING
Course Description – ARTS 4336 : Multimedia Production and Design – Introduction to basic hardware/software tools needed to design and create multimedia productions. Program logic and problem solving techniques within the context of an authoring tool. Extensive work on flow charts, 2-D/3-D animation, motion graphics, and storyboarding to create web and CD-ROM multimedia.

Prerequisites – No coding or programming languages are required for this course (and we will introduce a very limited amount of scripting – essentially drag and drop in the course when required to complete an objective). A basic understanding of software User Interface and workflow will be helpful in this course, but not required. We will cover the essentials in all tutorials.
Modes of Learning : Hybrid Learning – Meeting in person in TR 1.112 and TR 1.116, & meetings on Zoom. The Course will include Lectures, Tutorials, Assignments, Final Projects and Group Critiques. Follow Blackboard Announcements and email correspondence for changes.

COVID-19 RESOURCES: Required on all syllabi. Do not modify.
Please visit the UTRGV COVID-19 protocols web page for the most up-to-date COVID-19 campus information and resources. The COVID-19 Frequently Asked Questions (FAQs) web page offers additional guidance to specific questions. To submit a question for the FAQ, please email WelcomeBack@utrgv.edu.

UTRGV VACCINE PORTAL Required on all syllabi. Do not modify.
UTRGV Students are eligible to receive the COVID-19 Vaccine. Students may access and complete their vaccine profile via the UTRGV Vaccine Portal. For additional information on the COVID-19 Vaccine, please visit the UTRGV Vaccine web page.

TEACHING PHILOSOPHY
An interdisciplinary approach to design and art practices. Imagination and creativity are the driving forces of this course while we complete industry standard projects collectively and individually. This course demonstrates through lectures and tutorials a practice of video production, motion graphics, 3D modeling, interactive design, and augmented reality (AR) with a holistic approach (interconnected, referencing the whole).

COURSE OBJECTIVE

Interdisciplinary Practices trains students in 21st century cross-industry transmedia methods through the integration of Graphic Design, Art Practices, and Emerging Disciplines. Students will work with industry standard software and new tools to produce three (3) Video-based projects through single channel video with sound design, an interactive web application, and an augmented reality (AR) environment. In the course, we will tackle the philosophical implications of evolving ecosystem of economies, ethics, and opportunities confronting graphic designers and media artists.

In addition to three Video-based projects, students will experiment with digital media sketches: sound design, 3D modeling, generated & machine learning imagery, and XR. And they will be tasked with documenting their process and ideation in video-logs (vlogs) throughout the development of Main Projects, particularly for the interactive web application (Project 2) and the augmented reality (AR) environment (Project 3).

Artists and Designers have more power and control over the distribution of their work than ever before. We will discuss the use of media and creative content in a decentralized market from a professional practices point of view, specifically distinctions between art practices, content creation, and pure design, as well as the convergence of all three. Through lively debates, we will tackle questions such as: how did social media and emerging technologies disrupt the old system, and the old economy giving way to new methods, new markets, and new patrons & clients? We will identify opportunities for producing innovative work specializing in social change, the climate crisis, and the creation of ecologically integrated design and bio design (the merging nature, science and creativity).

Lectures and class discussions will cover: community building, sharing resources, media literacy, debates over proprietary vs open-source software, etc. A range of software and technical skills will be introduced in this course.

Other disciplines that will be introduced and discussed: cinema & time-based media, genres, journalism, news media, performance art, traditional/analog disciplines, Processing (a programming language for Artist), generative art, interactive media, artificial intelligence (AI), robotics, algorithms & machine learning (ML), and other media (computational or not) as creative practices.

(COURSE CONTENT)

Student Learning Outcomes	Program Student Learning Outcomes	Standards	Major Course Requirement/Major Assignment/Examination
Video Production	Managing video, sound, and motion graphics assets.	HD and high quality capture / workflow. Adobe CC - Premiere.	Project 1 and 2 (Project 3 optional)
Screen Capture	Demonstrate and communicate concepts and project workflow.	TBD.	Vlogs for Project 1, 2, and 3
Digital Audio Workstation (DAW)	Create simple compositions or soundtracks	DAW production and workflow. Garageband or other DAW.	Project 2
Motion Graphics & Interactive Media	Create and animate 2D & generate assets / graphics.	Adobe CC – After Effects + Photoshop & Webflow	Project 2
3D modeling and animation	Model and animate 3D assets. Procedural generation, and other methods covered.	Blender 2.93 LTS	Project 2 and Project 3

Student Learning Outcomes	Program Student Learning Outcomes	Standards	Major Course Requirement/Major Assignment/Examination
Augmented Reality	Introducing a workflow to AR. Placing and scripting 3D assets in spaces.	Adobe Aero	Project 3
Experimentation, Imagination, and Creativity	An interdisciplinary and holistic approach to producing designs and "creative content".	Your vision, your inspiration, your power	Projects 1, 2, and 3. (and Digital Sketches* – more info in lecture)

(More content / requirements / objectives listed under Projects 1-3 below)*

LEARNING OBJECTIVES FOR CORE CURRICULUM REQUIREMENTS (PROJECTS & CRITIQUE DATES)

The Main Objectives to this course are 3 Projects introducing and executing skills presented in course material.

PROJECT 1 – VIDEO
Exploring Video through Light Color Motion Sound & Composition
        Project Due & Critique, Tuesday 21st of September 2021
Project requirements: Smartphone for video, photo, and sound capture – Adobe Premiere to edit video – Adobe Audition to edit and manipulate sound.

PROJECT 2 – SPATIAL MONTAGE WEBSITE
Exploring Video through Spatial Montage and Interactive Web Design and Application
        Project Due & Critique, Tuesday 19th & Thursday 21st of October 2021
Project requirements: Adobe Photoshop for 2D image layers, editing, and manipulation – Blender for 3D modeling and animation – Adobe Premiere for editing – After Effects for video effects, 2D motion graphics and 3D animation – Webflow for interactive webpage designs – Garage Band for sound composition – Adobe Audition for sound editing.

PROJECT 3 – AUGMENTED REALITY (AR) ENVIRONMENT
Exploring Video and 2D overlays, 3D   objects and Animation through Augmented Reality
        Project Due & Final Critique, Tuesday 30th of November 2021
Project requirements: Adobe Photoshop for 2D image editing and manipulation – Blender for 3D modeling and animation – Adobe Premiere for video editing – After Effects for video manipulation – Garage Band for sound composition – Adobe Audition for sound editing – Adobe Aero for Augmented Reality setup and implementation.

* We will also produce Digital Sketches – which will be used to build skills and content for your Main Projects. These will be less consequential and a have very little effect on your final grade. They will be used only to acquire skill and experiment with the tools.

Core Objectives	UTRGV Student Learning Outcome Statement	Core Area Requiring this SLO
Critical Thinking	Students will demonstrate comprehension of a variety of written texts and other information sources by analyzing and evaluating the logic, validity, and relevance of the information in them to solve challenging problems, to arrive at well-reasoned conclusions, and to develop and explore new questions.	All Core Areas
Communication Skills	Students will demonstrate the ability to adapt their communications to a particular context, audience, and purpose using language, genre conventions, and sources appropriate to a specific discipline and/or communication task.	All Core Areas
Empirical & Quantitative Skills	Students will be able to make and communicate informed conclusions and predictions based on the interpretation, manipulation, and analysis of empirical and quantitative data.	Math, Life & Physical Sciences, Social & Behavioral Sciences (very minimal usage, but research will be involved in Project Assignments)
Teamwork	Students will collaborate effectively with others to solve problems and complete projects while demonstrating respect for a diversity of perspectives.	Communication, Life & Physical Sciences, Creative Arts
Social Responsibility	Students will recognize and describe cultural diversity, the role of civic engagement in society, and the link between ethics and behavior.	Language, Philosophy, & Culture; Creative Arts; American History; Government & Political Science; Social & Behavioral Sciences
Personal Responsibility	Students will demonstrate an awareness of the range of human values and beliefs that they draw upon to connect choices, actions, and consequences to ethical decision-making.	Communication; Language, Philosophy, & Culture; American History; Government & Political Science

TEXTBOOK, TECHNOLOGY, AND/OR RESOURCE MATERIAL
Reading material will be provided to all students in the course. The materials will be posted to blackboard or securely shared through university approved file sharing.

A list of Software essential to your success in this course:
Adobe Aero – an Augmented Reality (AR) application in beta for desktop, stable release on iOS. (proprietary, free)
Adobe Creative Cloud (essential tools: After Effects, Audition, Photoshop, and Premiere – CC subscription $19.99/mo)
Garage Band (proprietary, free) or alternative DAW (list of free alternatives will be provided)
Blender (Blender 2.93 LTS downloaded here – from the Blender foundation – open source, free)
Screen Capture Software (list will be provided, free)

A smartphone, or recommended device, for photo, video, sound capture (estimated cost $200 – if not already owned)
Optional: 32GB or higher capacity flash drive (to store data for this course from Graphic Design Mac Lab - $7-$20)

Other tools and resources will be provided through blackboard, file sharing, and in lecture.

GRADING POLICIES (UNIVERSITY AND COURSE SPECIFIED)

UTRGV's grading policy is to use straight letter grades (A, B, C, D, or F). Your final Grade will be presented as A-F. The structure and outcome of that grade will be determined by your engagement, participate, and other variables within the overall percentage (as described below) will be converted to your Final Letter Grade.

Attendance (Presence and Participation) will have an impact on your grade – these are complicated times and the course will not always be in person (if at all), but you are required to show up, engage, participate, and check-in. 20% of grade

PROJECT 1 Completion, submission, and attendance during Critique: **25% of Final Grade**

PROJECT 2 Completion, submission, and attendance during Critique: **25% of Final Grade**

PROJECT 3 Completion, submission, and attendance during Critique: **25% of Final Grade**

Digital Sketches, Screen Capture / Vlog, and other cumulative assignments: **5% of Final Grade**

(If you're using Respondus Monitor in your course, include the following statement in your Syllabus and in Blackboard)

Notice:
Your enrollment in this course requires that you use Respondus Lockdown Browser and Respondus Monitor for online assessment proctoring. LockDown Browser is a custom browser that locks down the testing environment within Blackboard and replaces regular browsers such as Chrome, Firefox, and Safari. Respondus Monitor requires you to have a webcam and microphone as it will record you while taking your assessment. **YOUR ACTIVITIES ARE RECORDED WHILE YOU ARE LOGGED INTO OR TAKING YOUR ASSESSMENT(S). THE RECORDINGS SERVE AS A PROCTOR AND WILL BE REVIEWED AND USED IN AN EFFORT TO MAINTAIN ACADEMIC INTEGRITY.**

You can also find more detailed information on [Lockdown Browser and Monitor](#).

BLACKBOARD SUPPORT
If you need assistance with course technology at any time, please contact the [Center for Online Learning and Teaching Technology](#) (COLTT).

Campus:	Brownsville	Edinburg
Location:	Casa Bella (BCASA) 613	Education Complex (EEDUC) 2.202
Phone:	956-882-6792	956-665-5327

Toll Free: 1-866-654-4555

Office Hours: Monday - Friday, 7:30 a.m. - 6:00 p.m.

Support Tickets Submit a Support Case via our [Ask COLTT Portal](#)

24/7 Blackboard Support
Need Blackboard assistance after hours? You can call our main office numbers, 956-882-6792 or 956-665-5327, to speak with a support representative.

ATTENDANCE:
(See Grading Policies)
Students are expected to attend all scheduled classes and may be dropped from the course for excessive absences (please denote the specific number of unexcused absences which will trigger a "drop-by-instructor" in your class.) UTRGV's attendance policy excuses students from attending class if they are participating in officially sponsored university activities, such as athletics; have been provided such an accommodation by Student Accessibility Services (SAS); for observance of religious holy days; or for military service. Accommodations related to COVID-19 should also go through SAS. Students should contact the instructor in advance of the excused absence and arrange to make up missed work or examinations.

ABSENCE/SICK POLICY:
(See course schedule, announcements, and email correspondence – COVID-19 and personal circumstances are considered, but attendance – being present and participating – even with zoom course meetings – is required to succeed in this course.)
When setting your attendance policy for the Fall semesters, please consider COVID-19-related extenuating circumstances. For instance, you may encounter students who cannot attend class at the scheduled time of a face-to-face, hybrid or synchronous course because they have been advised by the UTRGV COVID-19 response team based on their exposure. It will be important to consider how you will accommodate students in these and similar situations and share your approach with students in the syllabus. Based on the student reporting protocol on the [UTRGV COVID-19 protocol web page](#) *the student will be able to provide you documentation from the UTRGV COVID-19 response team.*

Makeup Work: *You will have the opportunity to makeup any work previously submitted or submitted late. In a case by case / student by student consideration, students will be able to correct and improve (submitted and completed Projects), or submit late work by the* **final day of class**. *We will discuss this individually and/or collectively if this becomes an issue.*

See Student Release forms (School of Art) for content created in this course / but the general consensus for course content and materials:

> The use of classroom recordings is governed by the Federal Educational Rights and Privacy Act (FERPA), UTRGV's acceptable-use policy, and UTRGV HOP Policy STU 02-100 Student Conduct and Discipline. A recording of class sessions will be kept and stored by UTRGV, in accordance with FERPA and UTRGV policies. Your instructor will not share the recordings of your class activities outside of course participants, which include your fellow students, teaching assistants, or graduate assistants, and any guest faculty or community-based learning partners with whom we may engage during a class session. **You may not share recordings outside of this course.** Doing so may result in disciplinary action under UTRGV HOP Policy STU 02-100 Student Conduct and Discipline.

ACADEMIC INTEGRITY:

Members of the UTRGV community uphold the [Vaquero Honor Code](#)'s shared values of honesty, integrity and mutual respect in our interactions and relationships. In this regard, academic integrity is fundamental in our actions, as any act of dishonesty conflicts as much with academic achievement as with the values of honesty and integrity. Violations of academic integrity include, but are not limited to: cheating, plagiarism (including self-plagiarism), and collusion; submission for credit of any work or materials that are attributable in whole or in part to another person; taking an examination for another person; any act designed to give unfair advantage to a student; or the attempt to commit such acts (Board of Regents Rules and Regulations, STU 02-100, and UTRGV Academic Integrity Guidelines). **All violations of Academic Integrity will be reported to Student Rights and Responsibilities through** [Vaqueros Report It](#)**.**

OTHER COURSE INFORMATION
Follow Blackboard announcements, email correspondence, and other means of communication for more information.

UTRGV POLICY STATEMENTS The UTRGV disability accommodation, mandatory course evaluation statement and sexual misconduct statement are required on all syllabi. Additional policy statements are optional, such as those covering attendance, academic integrity, and course drop policies.

STUDENTS WITH DISABILITIES: Required on all syllabi. Do not modify.

Students with a documented disability (physical, psychological, learning, or other disability which affects academic performance) who would like to receive reasonable academic accommodations should contact **Student Accessibility Services (SAS)** for additional information. In order for accommodation requests to be considered for approval, the student must apply using the *mySAS* portal. and is responsible for providing sufficient documentation of the disability to SAS. Students are required to participate in an interactive discussion, or an intake appointment, with SAS staff. Accommodations may be requested at any time but are not retroactive, meaning they are valid once approved by SAS. Please contact SAS early in the semester/module for guidance. Students who experience a broken bone, severe injury, or undergo surgery may also be eligible for temporary accommodations.

Pregnancy, Pregnancy-related, and Parenting Accommodations

Title IX of the Education Amendments of 1972 prohibits sex discrimination, which includes discrimination based on pregnancy, marital status, or parental status. Students seeking accommodations related to pregnancy, pregnancy-related condition, or parenting (reasonably immediate postpartum period) should submit the request using the form found at https://www.utrgv.edu/pregnancyandparenting for review by **Student Accessibility Services.**

Student Accessibility Services:
Brownsville Campus: Student Accessibility Services is located in 1.107 in the Music and Learning Center building (BMSLC) and can be contacted by phone at (956) 882-7374 or via email at ability@utrgv.edu.

Edinburg Campus: Student Accessibility Services is located in 108 University Center (EUCTR) and can be contacted by phone at (956) 665-7005 or via email at ability@utrgv.edu.

MANDATORY COURSE EVALUATION PERIOD: Required on all syllabi. Do not modify.
Students are encouraged to complete an ONLINE evaluation of this course, accessed through your UTRGV account (http://my.utrgv.edu); you will be contacted through email with further instructions. Students who complete their evaluations will have priority access to their grades. Online evaluations will be available on or about:

Fall Module 1 (7 weeks)	October 6-12, 2021
Fall Regular Term 2021	November 12- December 1, 2021
Fall Module 2 (7 weeks)	December 1-7, 2021

SEXUAL MISCONDUCT and MANDATORY REPORTING: Required on all syllabi. Do not modify.
In accordance with UT System regulations, your instructor is a "Responsible Employee" for reporting purposes under Title IX regulations and so must report to the Office of Institutional Equity & Diversity (OIED@utrgv.edu) any instance, occurring during a student's time in college, of sexual misconduct, which includes sexual assault, stalking, dating violence, domestic violence, and sexual harassment, about which she/he becomes aware during this course through writing, discussion, or personal disclosure. More information can be found at www.utrgv.edu/equity, including confidential resources available on campus. The faculty and staff of UTRGV actively strive to provide a learning, working, and living environment that promotes personal integrity, civility, and mutual respect that is free from sexual misconduct, discrimination, and all forms of violence. If students, faculty, or staff would like confidential assistance, or have questions, they can contact OVAVP (Office for Victim Advocacy & Violence Prevention) at (956) 665-8287, (956) 882-8282, or OVAVP@utrgv.edu.

COURSE DROPS:

According to UTRGV policy, students may drop any class without penalty earning a grade of DR (drop) until the official drop date. Following that date, students must be assigned a letter grade and can no longer drop the class. Students considering dropping the class should be aware of the "3-peat rule" and the "6-drop" rule so they can recognize how dropped classes may affect their academic success. The 6-drop rule refers to Texas law that dictates that undergraduate students may not drop more than six courses during their undergraduate career. Courses dropped at other Texas public higher education institutions will count toward the six-course drop limit. The 3-peat rule refers to additional fees charged to students who take the same class for the third time.

STUDENT SERVICES:

Students who demonstrate financial need have a variety of options when it comes to paying for college costs, such as scholarships, grants, loans and work-study. Students should visit the Student Services Center (U Central) for additional information. U Central is located in BMAIN 1.100 (Brownsville) or ESSBL 1.145 (Edinburg) or can be reached by email (ucentral@utrgv.edu) or telephone: (956) 882-4026. In addition to financial aid, U Central can assist students with registration and admissions.

Students seeking academic help in their studies can use university resources in addition to an instructor's office hours. University Resources include the Advising Center, Career Center, Counseling Center, Learning Center, and Writing Center. The centers provide services such as tutoring, writing help, counseling services, critical thinking, study skills, degree planning, and student employment. In addition, services such as the Food Pantry are also provided. Locations are listed below.

Center Name	Brownsville Campus	Edinburg Campus
Advising Center AcademicAdvising@utrgv.edu	BMAIN 1.400 (956) 665-7120	EITTB 1.000 (956) 665-7120
Career Center CareerCenter@utrgv.edu	BINAB 1.105 (956) 882-5627	ESTAC 2.101 (956) 665-2243
Counseling Center Counseling@utrgv.edu Mental Health Counseling and Related Services List	BSTUN 2.10 (956) 882-3897	EUCTR 109 (956) 665-2574
Food Pantry FoodPantry@utrgv.edu	BCAVL 101 & 102 (956) 882-7126	EUCTR 114 (956) 665-3663
Learning Center LearningCenter@utrgv.edu	BMSLC 2.118 (956) 882-8208	ELCTR 100 (956) 665-2585
Writing Center WC@utrgv.edu	BLIBR 3.206 (956) 882-7065	ESTAC 3.119 (956) 665-2538

CALENDAR OF ACTIVITIES: Subject to change

Course Schedule and Activity list and description per week published below (see blackboard, email correspondence, etc for changes).

I want to have in person meetings as much as possible, but the schedule as is will be presented in Zoom – we will take each day one step at a time. I will announce when in-person course meetings are possible. Additionally, we are sharing rooms with another class (we will alternate between Rm 1.112 and Rm 1.116), after the first week of class, we will have a better idea of when / where we will be meeting in person.

Week 1
Tuesday 24 Aug 2021:
- Overview of Syllabus
- Tech Survey
- Lecture: Intro to Course, Projects (3 main, digital sketchs), and Schedule & Announcements
- 🎥 Project 1 Overview 🎬 🎥
- Video Lecture (cinematography, movement, sound, color, composition) part (pt) 1
- ♪ Brief Tutorial ♪

Thursday 26 Aug 2021:
- Video Lecture (Production and Post Production) pt 2
- Video Tutorial pt 1: 🎥 Camera Operation 🎥
- Discuss requirements and equipment needed. Introduce screen capture software for vlogs (students will submit video-logs used to explain their main project and concepts).
- Assignment: Read excerpt from **Naomi Klein "The Screen New Deal"** (published on *The Intercept*, except provided in pdf resources) - (email me your thoughts in 3 sentences)

Week 2
Tuesday 31 Aug 2021:
- Video Tutorial pt 2: 🎞 Editing & Montage 🎞
- Lecture – Decentralized Art, Design, 😲 Commerce 🔠 🛍 🗟
- Video Tutorial pt 3: 🔊 Sound 🔊
- Assignment: Project 1 Brainstorm Concepts, Complete an Inspiration Board, "Storyboards" & Research(Submit Thursday Sept 2nd before class)

Thursday 2 Sept 2021:
- Video Tutorial pt 4: Sound 🔊 (post, Adobe Audition) complete
- 3D Modeling / Blender Tutorial pt 1 👾
- Discuss Project 1 – one on one
- Work on Digital Sketch 1 (submit Tuesday Sept 7th before class)

Week 3
Tuesday 7 Sept 2021:
- ◊🎲 3D Modeling / Blender Tutorial pt 2 🎲◊
- Rest of day, Work Day for Project 1 (I will be on standby to assist)

Thursday 9 Sept 2021:
- ⚐ 2D Motion Graphics / After Effects Tutorial pt 1 ⚐
- Rest of day, Work Day for Project 1 (I will be on standby to assist)

Week 4
Tuesday 14 Sept 2021:
- Post-Production Finalization and Video Export Tutorial ◎ | ▶🖥
- Work Day Project 1 (Zoom or In Person TBD)

Thursday 16 Sept 2021:   Work Day Project 1 (Zoom or In Person TBD)

Week 5
Tuesday 21 Sept 2021:   🎬 **Project 1 Group Critique** 🎬

Thursday 23 Sept 2021:   - Lecture: Project 2 Overview, Spatial Montage and Interactive Design
                           - 🕸️ 🕷️ 3D Modeling / Blender Tutorial pt 2 (Sculpting / Texturing / Animation) 🕸️ 🕷️
                           - Introduce Webflow 🖱️

Week 6
Tuesday 28 Sept 2021:   - Lecture: Explaining Open Source vs Proprietary Software | Hacker vs Artist
                           - 🚩 Blender / 3D Animation Tutorial pt 3 🚩
                           - 🖱️ Web (Interactivity) Design Tutorial 1 🖱️ Spatial montage / Video Assets in a webpage
                           - Assignment: Project 2 Concepts, Inspiration Board & Research (Submit Thursday Sept 30th before class)

Thursday 30 Sept 2021:   - ↗ Web Design Tutorial 2 ↗
                           - Workflow between all Software Project 2
                           - Discuss Project 2, one on one
                           - Assignment: Digital Sketch 2

Week 7
Tuesday 5 Oct 2021:   - 🔍 After Effects Tutorial pt 2 🔍
                           - 🖥️ Web Design Tutorial pt 3 🖥️

Thursday 7 Oct 2021:   - 🎇 After Effects Tutorial pt 3 🎇
                           - 📱 Web Design Tutorial pt 4 📱
                           - � Publishing / Exporting Project 2 �
                           - Remainder Work Day Project 2

Week 8
Tuesday 12 Oct 2021:   Work Day Project 2 (more tbd)

Thursday 14 Oct 2021:   Work Day Project 2 (more tbd)

Week 9
Tuesday 19 Oct 2021:   🖥️ **Project 2 Group Critique pt 1** 🖥️

Thursday 21 Oct 2021:   🖥️ **Project 2 Group Critique pt 2** 🖥️ / Lecture: Project 3 AR Overview pt 1

Week 10
Tuesday 26 Oct 2021:   - Lecture: Project 3 Overview pt 2 Continued
                           - Augmented Reality App Development vs Using an AR App
                           - 🤳 Adobe Aero Tutorial pt 1 🤳
                           - Research Digital Sketch 3 (pt 1)

Thursday 28 Oct 2021:   - Lecture: Decentralized Art, Design, Commerce pt 2, Disruptions / Interventions
                           - Digital Sketch 3 pt 2 - Ecology Commercial (sketch project) – Produce a 30 second commercial about an ecological subject & Research.

Week 11
Tuesday 2 Nov 2021:   - Digital Sketch 3 pt 3 - Ecology Commercial (sketch project) – Produce a 30 second
                         commercial about an ecological subject.
                         - 😵 Adobe Aero Tutorial pt 2 😵
                         - Assignment: Brainstorm Project 3 & Inspiration Board

Thursday 4 Nov 2021:   - Workflow between all Software (Project 3)
                         - 📦 Blender and Adobe Aero Tutorial 📦

Week 12
Tuesday 9 Nov 2021:   - Submit Ideas for Project 3
                         - Discuss Project 3 one on one

Thursday 11 Nov 2021:   - Publishing Project 3 Tutorial
                         - Remainder Word Day Project 3

Week 13
Tuesday 16 Nov 2021:   - Professional Practices Lecture (30-60 minutes)
                         - remainder of class: Work Day Project 3

Thursday 18 Nov 2021:   Work Day Project 3

Week 14
Tuesday 23 Nov 2021:   Work Day Project 3
Thursday 25 Nov 2021:   Thanksgiving Holiday – No Class

Week 15
Tuesday 30 Nov 2021:   📱 **Project 3 Critique** 📱 – (if additional Critique necessary – time constraints, etc – can we
                         have a critique during finals week?)
Thursday 2 Dec 2021:   no class – study day

Week 16   or – Potentially final as final **Project 3 Critique** – finals schedule? – TBD

TBD   🍕 Pizza (or alternative zoom / Socially Distanced) Party 🍕 – TBD

Monday 13 Dec 2021:   Grades Submitted (by 3pm)

PROJECTS & CRITIQUE dates:

PROJECT 1 – VIDEO
Exploring Video through Light Color Motion Sound & Composition
        Project Due & Critique, Tuesday 21ˢᵗ of September 2021
Project (1) requirements: Smartphone for video, photo, and sound capture – Adobe Premiere to edit video – Adobe Audition to edit and manipulate sound.

PROJECT 2 – SPATIAL MONTAGE WEBSITE
Exploring Video through Spatial Montage and Interactive Web Design and Application
        Project Due & Critique, Tuesday 19ᵗʰ & Thursday 21ˢᵗ of October 2021
Project (2) requirements: Adobe Photoshop for 2D image layers, editing, and manipulation – Blender for 3D modeling and animation – Adobe Premiere for editing – After Effects for video effects, 2D motion graphics and 3D animation – Webflow for interactive webpage designs – Garage Band for sound composition – Adobe Audition for sound editing.

PROJECT 3 – AUGMENTED REALITY (AR) ENVIRONMENT
Exploring 3D objects and Animation, Video and 2D overlays through Augmented Reality
        Project Due & Final Critique, Tuesday 30ᵗʰ of November 2021
Project (3) requirements: Adobe Photoshop for 2D image editing and manipulation – Blender for 3D modeling and animation – Adobe Premiere for video editing – After Effects for video manipulation – Garage Band for sound composition – Adobe Audition for sound editing – Adobe Aero for Augmented Reality setup and implementation.

Recap of Final Grade:
Attendance (Be Present, Participate, Engage): **20% of Final Grade**

PROJECT 1 Completion, submission, and attendance during Critique: **25% of Final Grade**

PROJECT 2 Completion, submission, and attendance during Critique: **25% of Final Grade**

PROJECT 3 Completion, submission, and attendance during Critique: **25% of Final Grade**

Digital Sketches, Screen Capture / Vlog, and other cumulative assignments: **5% of Final Grade**

(see Project Outline – to be sent separately first week of class – for more details of Projects 1, 2, 3, and Digital Sketches – and all other resources and documents to follow)

As the instructor, I reserve the right to make additions, deletions, and modifications to this syllabus and course requirements with reasonable notification to the students (48 hours minimum – although most changes will occur during the first week). It is the responsibility of the student to communicate with the Instructor and submit assignments as specified in the course syllabus. Students who do not comply with these course requirements may be administratively dropped from the course by the Instructor.

IMPORTANT DATES – The UTRGV academic calendar can be found on My.UTRGV at the bottom of the screen prior to login. Some important dates for Fall 2021 include:

<u>Fall Module 1</u>

August 25	*First day of classes.*
August 25	*Last day to add a class or register for Fall 2021 Module 1 classes.*
October 5	*Last day to drop a class or withdraw.*
October 13	*Final Exams (Term Ends)*
October 15	*Grades Due at 3 p.m.*

<u>Fall Regular Term</u>

August 23	*First day of classes.*
August 26	*Last day to add a class or register for Fall 2021 classes.*
November 10	*Last day to drop a class or withdraw.*
December 2	*Study Day – NO classes*
December 3-9	*Final Exams*
December 13	*Grades Due at 3 p.m.*

<u>Fall Module 2</u>

October 20	*First day of classes.*
October 20	*Last day to add a class or register for Fall 2021 Module 2 classes.*
November 30	*Last day to drop a class or withdraw.*
December 8	*Final Exams (Term Ends)*
December 10	*Grades Due at 3 p.m.*

Overview FALL 2021 – Subject to Change

Fall 2021 Term (August 23 – December 9)
Mar. 29 (Mon.) Registration Begins at 9:00 a.m.
Aug. 18 (Wed.) Payment Due
Last day to join a waitlist
Aug. 20 (Fri.) Last day to withdraw (drop all classes) and receive a 100% refund
Aug. 23 (Mon.) Fall classes begin
Aug. 26 (Thurs.) Last day to add or register for Fall classes
Aug. 27 (Fri.) Last day to withdraw (drop all classes) and receive an 80% refund
Sep. 3 (Fri.) Last day to withdraw (drop all classes) and receive a 70% refund
Sep. 6 (Mon.) Labor Day Holiday. No classes.
Sep. 8 (Wed.) Census Day (last day to drop without it appearing on the transcript)
Sep. 13 (Mon.) Last day to withdraw (drop all classes) and receive a 50% refund
Sep. 20 (Mon.) Last day to withdraw (drop all classes) and receive a 25% refund
Nov. 10 (Wed.) Last day to drop (DR grade) a class or withdraw (grade of W)
Nov. 25-26 (Thurs.-Fri.) Thanksgiving Holiday. No classes
Dec. 2 (Thurs.) Study Day. No classes.
Dec. 3-9 (Fri.-Thurs.) Final Exams
Dec. 9 (Thurs.) Fall classes end; Official last day of the term
Dec. 10-11 (Fri.-Sat.) Commencement Exercises
Dec. 13 (Mon.) Grades Due at 3 p.m.

DEAN OF STUDENTS RESOURCES:

The Dean of Students office assists students when they experience a challenge with an administrative process, unexpected situation such as an illness, accident, or family situation, and aids in resolving complaints. Additionally, the office facilitates student academic related requests for religious accommodations, support students formerly in foster care, helps to advocate on behalf of students and inform them about their rights and responsibilities, and serves as a resource and support for faculty and campus departments.

Vaqueros Report It allows students, staff and faculty a way to report concern about the well-being of a student, seek assistance in resolving a complaint, or report allegations of behaviors contrary to community standards or campus policies.

The Dean of Students can be reached by emailing dos@utrgv.edu, by logging into Virtual Office hours in which a representative is available Monday-Friday 9:00-11:00 a.m. and 1:00-4:00 p.m, or by visiting one of the following office locations: Cavalry (BCAVL) 204 or University Center (EUCTR 323). Phone: 956-665-2260.