

# Concepts and Practices of Computational Design

ART 4925C

FAB 320B

Mon. & Wed. 12:50 – 3:20pm

**Instructor:** Meg Mitchell

**Email:** msmegmitchell@gmail.com (when sending email please put the course number in the subject line of your email.)

**Office:** FAH 411

**Office Hours:** by appointment. Appointments are available Tuesday and Thursday from the hours of 1:30 to 4:00pm. Email me to set up an appointment time.

**Email policy:** \*while I may sometimes respond quickly to your email, do not EXPECT an immediate response. I will endeavor to respond to your email within 24 hours (or the next business day, M-F) of my reading it.

.... our moment of zen:

"With identical options to choose from, everyone's art begins to look and taste the same." - **Golan Levin**

## Course Description:

An introduction to the Processing Development Environment. We will explore the basic principles of computer programming in a graphical context.

## Required Reading:

[Processing: A Programming Handbook for Visual Artists and Designers](#), Reas & Fry

\*articles and essays will be assigned via the course website.

## Course Website:

<http://www.megmitchell.com/wordpress/>

Posts regarding this course will be filed under the category "computational design"

Your grades will be periodically uploaded to blackboard, otherwise consult the megmitchell.com site for all course content and information.

## Course Calendar:

[http://www.google.com/calendar/embed?src=age8fj6jphc54c0cv0ta7v3jtc%40group.calendar.google.com&ctz=America/New\\_York](http://www.google.com/calendar/embed?src=age8fj6jphc54c0cv0ta7v3jtc%40group.calendar.google.com&ctz=America/New_York)

The course calendar will also be accessible through the course website.

## Goal/Rationale:

After reading and completing the examples presented in this course, you should be able to read and write the processing programming language. You will be able to produce applets that can be embedded into web pages, 2d and 3d animations, vector compositions that can be integrated into various graphic design applications, and 3d models that can be further manipulated in other software packages. With processing, you can seamlessly integrate various forms of input, such as video, sound, and text, with the above output forms to create rich interactive experiences. Most importantly, by learning programming and "getting under the hood," you will discover that your own concept of what is possible will expand along with the new techniques that you learn. Though this course will have a heavy technical bent, of primary importance is the quality of work/product produced and not solely the technical difficulty required to complete the work.

During this class, a large amount of material will be covered in a short amount of time. **Significant time outside of class** will be necessary to complete the requirements for this course. A willingness to experiment and curiosity are also pre-requisites.

## Course Objectives:

Upon successful completion of this course, you will be able to:

- Read and write the Processing programming language.
- Use iterative structures to create complex visual compositions.

- Effectively visualize data from multiple sources and data formats.
- Complete an ambitious capstone project, a processing applet that runs on the web.

### Grading:

This is the breakdown of how your grades will be weighted:

**Assignments:** 76% (expect 8-10 assignments for between 7% and 9% each)

**Individual Research Presentation:** 10%

**Final Project:** 10%

**Attendance/Participation:** 4% (you will not receive full credit in this category unless you attend EVERY CLASS \*AND\* participate in EVERY DISCUSSION)

### Grading Criteria:

You will receive Final letter grades according to the following criteria:

**A (90 – 100):** Overall Excellence, to receive an A, you must consistently exceed the expectations of the assignment. Work must go beyond the scope of the assignment, both technically and conceptually; I will be looking for real technical exploration of the tools, and a strong sense of curiosity and experimentation regarding the requirements of the assignments. In short, you will have to make work that is strong in all ways, and develop a personal aesthetic that is inventive and compelling. In addition, participation in critiques and in class discussion of the assignments will be required in order to receive an A.

**B (80 – 89):** Above average: you will meet and exceed the requirements of the assignment. Work should be both conceptually and technically strong, but there will be room for improvement.

**C (70 – 79):** Average: You have merely completed the objectives of the assignment. If an assignment calls for 5 images, you have completed 5 images, however you have not been inventive or creative enough in your solution for the assignment.

**D (60 – 69):** Below Average: You have only partially fulfilled the requirements of an assignment, by either not physically completing enough work, or by not addressing the requirements of the assignment.

**F (59 – 0)** Fail: You have not handed anything in.

In addition, attendance and class participation will play a role in determining your final grade.

The cumulative grades from the three sections of the class will be used in determining your final grade. Put simply, the final weighted average on blackboard = your final grade. In addition, overall artistic improvement will also play a role in determining your final grade. Borderline grades will be determined by overall improvement, class participation, as well as attendance.

### REQUIRED MATERIALS:

You will need a large format storage device in order to keep your video and project files. At a minimum (for the first few weeks of class) you should have a 1 gigabyte or larger USB drive.

### Attendance:

The more courses you miss, the further behind you will be in the class, and the fewer opportunities you will have to get feedback on your projects. **More than 4 unexcused absences will result in automatic failure from the course.**

Attendance will be recorded daily in case an advisor or dean inquires about a student. If you miss a class YOU ARE RESPONSIBLE for making up missed work. I will answer specific questions, but I will not re-teach any lesson. If you anticipate an excused absence, you may want to **be proactive and inquire ahead of time about the course content you will miss.** For University approved excused absences, see <http://www.fsu.edu/~fasenate/attendance.html>

### Critique Attendance:

Timely attendance is critical to a productive critique. Therefore, if a student is late for a critique I mark it as half of an absence. Critique days are marked on your course calendar.

### Late Work:

Late work will not be accepted. All work must be turned in on its due date, or it will not be accepted and will receive a failing grade. If need be, in **EXTENUATING** circumstances, arrangements may be made **ahead of time** for extended due dates. If an arrangement to turn in late work is approved, you will be deducted one letter grade for each class meeting that has passed since the due date.

## ACADEMIC INTEGRITY

### Florida State Academic Honor Policy:

The Florida State University Academic Honor Policy outlines the University's expectations for the integrity of students' academic work, the procedures for resolving alleged violations of those expectations, and the rights and responsibilities of students and faculty members throughout the process. Students are responsible for reading the Academic Honor Policy and for living up to their pledge to "be honest and truthful and...[to] strive for personal and institutional integrity at Florida State University."

### Class Policy on Plagiarism and Copyright Infringement:

Be aware that I will not enforce against the use of copyrighted material within the context of this class, since their use may be appropriate for certain assignments. However, you should be aware that this falls under the umbrella of "fair use", and that anything else you do with the materials outside of class may put you at risk of being guilty of copyright infringement.

Of course, there is one simple way to deal with all of this:

Use original material !! Use material that is licensed for Creative Commons !!

I will provide you with several links to databases full of open-use material....

Also, please be aware that I will not accept assignments that you have completed for another class, even if the work in question fits the parameters of the given assignment. This will be treated as an act of academic dishonesty.

### Accommodations for Students with Disabilities:

Reasonable accommodation for students with disabilities may be arranged by contacting the instructor of this course on an individual basis. This syllabus can be made available in an alternate format upon request by students with disabilities.

### Lab Fee:

The Art Department charges a lab fee to be used for expendable materials used throughout the art facilities. Your lab fees for this course will be used for printing costs and special projects.

### Additional Contact Info:

The Art Department Advisor is Meridith McMackin: [mmcmackin@fsu.edu](mailto:mmcmackin@fsu.edu)

The Interim Chair of the Department is Dr. Lynn Hogan 644-6474