



NATIONAL ART SCHOOL

Project Outline	Digital Media Online Studio Rotation
Subject Code	STU100 Studio Introduction - Digital Media

Award/Level	BFA / 1 st Year
Duration	2 weeks / 6 contact Hours (3 Hrs p/week)
Delivery mode	Online / Independent Study
Subject Coordinator	Harley Ives
Lecturer/s	Harley Ives, Gary Warner, Socorro Cifuentes

Description
<p>This is an independent research project delivered during the online education period of semester 1. The project forms part of the broader study associated with STU100 Studio Introduction Digital Media program.</p> <p>This project is reviewed at the conclusion of the semester and assessed in conjunction with completion of STU100 Studio Introduction Digital Media in Semester 2.</p>

Delivery
<ul style="list-style-type: none">• Two-week rotation during online period in semester 1• This component is delivered online via Zoom.

Objectives
<ul style="list-style-type: none">• Develop practical and theoretical strategies for producing unique digital images.• Produce digital materials that can be further developed in the 2nd Semester Digital Media Rotation.

Learning Outcomes

- Understand a broader perspective of the technical and conceptual contexts of digital art
- Basic phone camera/digital camera operation and image uploading.
- Basic operation of free online and built in PC and Mac software.
- Work co-operatively, undertaking all tasks in accordance with Workplace Health and Safety (WHS) standards relevant to the home (Digital Media) studio.

Assessment

- Reviewed at the conclusion of the project
- Assessed in conjunction with completion of STU100 Studio Introduction Digital Media in Semester 2

Project Content

Week 1

Undoing Digital Compositing

What is digital compositing and how has it affected our perception of digital images? How have artists developed strategies and processes to critique digital images?

- In class and homework project:
- Making digital collages without the conventional tools.

Week 2

Homework assignment review

Digital Mark Making

What is digital mark making and how have artists played with this notion to critique a media saturated landscape?

- In class project:
- Creating abstract digital artworks inside and outside the machine. Collecting and recreating digital marks to produce digital paintings.

PLEASE NOTE: A camera phone or digital camera, along with the desktop computer or laptop you are using to be present on Zoom, is all that is required to participate in this class. No extra software, such as Adobe Photoshop, is required.

Recommended Reading

Students will be provided with links to online videos and readings relating to the lectures.