**ARTA 1220 – 4D Design**

Credits: 3 Section: \_\_\_\_ Term: \_\_\_\_\_\_\_

**Location & Meeting Time**

Classroom location:

Class Meeting Schedule:

**Contact Information**

**Instructor:**   
**Email:**   
**Phone: (**423) 439-  
**Office:**

**Instructor Availability**

Office Hours:

**Course Description & Materials**

*Prerequisites*: N/A  
Examines the principles and elements of 4D Design and contemporary process. This course includes time-based components of art-making, such as sequence, narration, tempo, duration, and motion, utilizing both software and analog art-making techniques to explore these topics.

**Required Materials**

[enter textbook, software, tool etc]

**Course Overview**

**Course Purpose and Objectives**

The purpose of this course is to introduce students to the principles and elements of four-dimensional (time-based) art and design. Students will explore concepts and methodologies that relate to time-based art through relevant coursework.

The objectives for offering this course are to:

* Introduce students to the principles and elements of four-dimensional art and design.
* Develop student skill in the areas of analog and digital technology as it relates to time-based artwork.
* Strengthen problem solving skills for creative applications.
* Introduce historical and contemporary use of four-dimensional artwork.

**Expected Learning Outcomes**

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| Upon completion of the course, students will:   1. Identify, articulate, and employ elements and principles of four-dimensional art 2. Demonstrate basic competency with analog and digital technology that relates to time-based artwork. 3. Execute creative problem-solving skills and technical proficiency through various four-dimensional media and concepts. 4. Demonstrate knowledge, evaluate, and analyze the theoretical concepts and history of time-based media 5. Navigate the basic Macintosh operating environment (Mac OS).   **Major Course Topics**   |  | | --- | | * 4D Design elements and principles (e.g. sequence, narrative, repetition, concepts of time) * Mac operating system and software (i.e. Garageband, iMovie) * Video and Sound basics * Relational Art * Performance * Kinetic Art | |

**Course Policies**

**Attendance**

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| Attendance is mandatory.  Students are expected to arrive on time, to be prepared for class, and to actively participate in class activities.  No distinction is made between “excused” and “unexcused” absences. A student can miss up to 6 contact hours (one week) without affecting the final grade.  The final grade is automatically reduced one grade for missing more than 6 contact hours (one week) of class. [Example: a final grade of “B” is reduced to a “B-“]. Missing more than 18 contact hours (3 weeks equivalent) of class will result in an automatic failure for the course. The only exception to this policy is extremely extenuating circumstances that can only be determined on an individual basis and is entirely at the discretion of the instructor. |

**Assignment and Grading**

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**Other**

**Syllabus Attachment Information**: The University’s approved Syllabus Attachment Information page provides information about important University and Academic Policies that all students should know. <https://www.etsu.edu/curriculum-innovation/syllabusattachment.php>