DIG 2121 PRINCIPALS OF DIGITAL VISUALIZATION

INSTRUCTOR
Michael Clark

PHONE
(352) 294-2000

EMAIL
Canvas Mail

COURSE DESCRIPTION
This course will develop appreciation and basic fluency in the application of visual and design literacy into emergent forms of digital media. Historical and theoretical perspectives inform hands-on learning across topics including Character Sketch and Pre-Animation development, pre-visualization, storyboarding and production in static and time-based media, and the critical analysis of contemporary gaming and iconic visual storytelling.

PRE-REQUISITES
N/A

OBJECTIVES: BY THE END OF THIS COURSE, STUDENTS WILL BE ABLE TO:

• Identify and apply visualization concepts in a variety of design environments
• Demonstrate an understanding of the requirements of Animation, Digital Production and Gaming Environment Graphics
• Analyze, discuss, and demonstrate effective communication of concepts and data via visual presentations

REQUIRED MATERIALS
• Laptop Computer with Image Editing Application
• Sketchbook 20 pages +
• Pencil Set

RECOMMENDED MATERIALS
• Video Editing Software
• Adobe Creative Suite
• As Assigned

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OFFICE LOCATION
McCarty 101
Zoom Appointment

OFFICE HOURS
Tuesday 12:00-1:00p
By Appointment

COURSE NUMBER
DIG2121

SEMESTER/YEAR
Spring 2121

COURSE CREDITS
3 credits

COURSE LOCATION
ONL - Sync

COURSE MEETING TIMES
TUE Period 4 10:40-11:50
THURS Periods 4/5 10:40-12:35
Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

<table>
<thead>
<tr>
<th>Week</th>
<th>Subject</th>
<th>Assignment/Quizzes</th>
<th>Assignments Due</th>
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</thead>
<tbody>
<tr>
<td>Week 2</td>
<td>Visualization of Objects and Data; The Tangible and Intangible The Science of Color and Color Vision -Color theory. -Composition -Atmospheric perspective</td>
<td>Photoshop Demo Drawing demo: Demo shapes.</td>
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<tr>
<td>Week 3</td>
<td>Perception of Space and Environment -how color and space tell a story Static and Moving Patterns, Computer Tool Sets</td>
<td>Assign Character Sketch 4 poses Discuss Midterm Project</td>
<td></td>
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<tr>
<td>Week 4</td>
<td>Digital Production and Storytelling Quiz 1 – Composition Terms -Animatic Compositing; Techniques and Applications, Creating an Animatic</td>
<td>Assign: Draw an object and create the sensation of a moving light source. Use ambient, directional, and spotlight techniques. Fill one page.</td>
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<tr>
<td>Week 5</td>
<td>PART TWO – DIGITAL PRODUCTION -Using the Frame; Aspect Ratio, Image Components and the Story - Balance, rule of thirds, etc. - What makes a good composition -Storyboards</td>
<td>Assignment 2 Due Assignment 3 Given Assign: Create a storyboard. 1 page</td>
<td></td>
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<tr>
<td>Week 6</td>
<td>Photoshop / Premiere integration -Pre-visualization to final results. -Data organization seen in pipelines Considerations in Time-based Media</td>
<td>Assignment - Object Removal</td>
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<tr>
<td>Week 7</td>
<td>Finding Images and Manipulation</td>
<td>Assignment - develop comparative motion graphic for data visualization.</td>
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<tr>
<td>Week 8</td>
<td>Break?</td>
<td></td>
<td></td>
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<tr>
<td>Week 9</td>
<td>CAD Introduction, Photoshop 3d, Texture maps Introduction to Final Project</td>
<td>Introduction to Final Project MIDTERM Project Due</td>
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<tr>
<td>Week</td>
<td>Subject</td>
<td>Assignment/Quizzes</td>
<td>Assignments Due</td>
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<tr>
<td>Week 10</td>
<td>PART THREE - GAMING Unity Introduction</td>
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<tr>
<td>Week 11</td>
<td>Discussion of Gaming Worlds 2D 21/2 D 3D</td>
<td>Assignment</td>
<td>– Game</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Visualizing</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Directions</td>
<td></td>
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<tr>
<td>Week 12</td>
<td>Discussion of Gaming Worlds 2D 21/2 D 3D</td>
<td></td>
<td></td>
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<tr>
<td>Week 13</td>
<td></td>
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<tr>
<td>Week 14</td>
<td>Discussion of Gaming Worlds 2D 21/2 D 3D</td>
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<tr>
<td>Week 15</td>
<td>Working and Production Session Final Projects and Classwork</td>
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<tr>
<td>Week 16</td>
<td>Individual Student Research Presentations: Analysis of Iconic Time-Based Media</td>
<td>Final Project Due</td>
<td></td>
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</tbody>
</table>

**EVALUATION OF GRADES**

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Total Points</th>
<th>% of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Midterm Exam:</strong> Animatic Study (Individual) Students will be expected to create a visual presentation of drawn cells sequenced as an animation with a given music track.</td>
<td>200</td>
<td>20%</td>
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<tr>
<td><strong>Syllabus Ratification:</strong></td>
<td>50</td>
<td>5%</td>
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<tr>
<td><strong>Final Exam:</strong> Digital Art Presentation (Individual) Using Game Development software will show synthesis understanding in visualization with development of an artistic demo introduction module to a game concept.</td>
<td>200</td>
<td>20%</td>
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<tr>
<td>Three quizzes, with an optional bonus quiz</td>
<td>150</td>
<td>15%</td>
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<tr>
<td><strong>Class Participation and Attendance</strong> – Students are expected to actively participate in class discussions, both in class as well as in course online forums and outside class Group meetings.</td>
<td>100</td>
<td>10%</td>
</tr>
<tr>
<td><strong>In Class Assignments:</strong> The project will demonstrate the student’s mastery of concepts, processes, and discussion from weeks 1-14.</td>
<td>300</td>
<td>30%</td>
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**GRADING SCALE**
<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>% Equivalency</th>
<th>GPA Equivalency</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>94 – 100%</td>
<td>4.0</td>
</tr>
<tr>
<td>A-</td>
<td>90 – 93%</td>
<td>3.67</td>
</tr>
<tr>
<td>B+</td>
<td>87 – 89%</td>
<td>3.33</td>
</tr>
<tr>
<td>B</td>
<td>84 – 86%</td>
<td>3.00</td>
</tr>
<tr>
<td>B-</td>
<td>80 – 83%</td>
<td>2.67</td>
</tr>
<tr>
<td>C+</td>
<td>77 – 79%</td>
<td>2.33</td>
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<tr>
<td>C</td>
<td>74 – 76%</td>
<td>2.00</td>
</tr>
<tr>
<td>C-</td>
<td>70 – 73%</td>
<td>1.67</td>
</tr>
<tr>
<td>D+</td>
<td>67 – 69%</td>
<td>1.33</td>
</tr>
<tr>
<td>D</td>
<td>64 – 66%</td>
<td>1.00</td>
</tr>
<tr>
<td>D-</td>
<td>60 – 63%</td>
<td>.67</td>
</tr>
<tr>
<td>E, I, NG, S-U, WF</td>
<td>0 – 59%</td>
<td>0.00</td>
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</tbody>
</table>

More information on grades and grading policies is here:
https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

**MATERIALS AND Supply FEES**

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is $0.00.

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

**COURSE POLICIES**

**ATTENDANCE POLICY, CLASS EXPECTATIONS, AND MAKE-UP POLICY**

We value participation more than mere attendance. The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Interaction with your peers and the instructor will empower you to greater achievement.

**Attendance Policy, Class Expectations, and Make-Up Policy**

Attendance and participation are required for this course. Attendance will be taken every class period at the time the class is scheduled to start. If a student arrives after class begins, it is their responsibility to meet with the instructor after class to notify them that they were late and would like to receive a late attendance grade.

Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence.

Online classes are recorded and therefore it is the student’s choice to display their camera or not during the recording process. Students are expected to be present on camera at the class meeting time. Once recording begins they may opt of showing their camera image if they so wish. Students are expected to respond to instructor or classmate comment or questions in a reasonable time, unmuting and responding indicates a focus of attention. If the student is going to be away from the session, it is important to communicate with the instructor in the chat window and express a need to be excused momentarily is required. Students are also expected to notify on return. Failure to do so or failure to timely respond if called upon will be considered as an unexcused early departure. Students will also be expected to turn on their cameras at the end of the class section for a visual confirmation of their excused departure.
Only one (1) unexcused absence from class will be permitted without penalty. Each additional unexcused absence will lower your final grade by 3%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence.

More than five unexcused absences will result in a failing grade in this class.

I want you to be to present an engage with the material and each other. When you are absent you miss vital information, class announcements, important points of lecture and questions from classmates. Of course, things happen, and we sometimes can’t make it to class on time. I would much rather you show up late than not at all. In our hybrid online and asynchronous sections it’s impossible for me to enforce this policy as much as request it. I do keep tabs on who I see participating and who is checking out. If you wander too far afield, I’ll come looking for you to find out what the problem is. My desire is to see you frequently, inquisitive and responsive for our activities in the hope of a positive learning environment. This policy exists to enforce what I would hope to be the rarest of situations.

Participation: In my experience and survey, most students don’t like to be called upon or put forward in front of their peers. I would like to dispel some of that in our class. We can practice communication through more anonymity like a chat channel, but your representation and voices are important to me in this process. Often, we will hear frequently from one or two voices that stand out and seem to speak for the class. I intend to spread this out so that we can hear from everyone and gain a greater perspective on our community.

Extensions on Assignments must be discussed with the instructor and approved 72 hours prior to the due date; late submissions will be penalized 9% of the grade for each 24 hours that transpires. After 72 hours the submissions will no longer be accepted, and the grade will be registered at zero points. If arrangements are made for later submission these submissions will be made only to the CANVAS Assignment module which I will re-open for you. I do not accept any submissions to my Canvas or Personal Email.

Quizzes missed due to excused absences will be reopened in the Canvas module for the student to take at an appropriate time. If a quiz is missed due to an unexcused absence the score will be registered at zero points and there will be no opportunity for the student to make up the quiz.

Policies on Bias, Offensive Material and Antiracism. As an educator and human I’m committed to facing and discussing systems of bias, oppression, microaggression, inherent and explicit racist systems and procedures and disarming them with Truth. Where possible, I activate and showcase alternative sources of information as examples rather than the institutional normal. In some cases, I bring to example traditional systems of bias and incorrect historical perspectives. This is challenging and uncomfortable for some students. Please feel free to talk to me about this at any time. I only ask that it not become a large time disruption to our focus of coursework. I feel it is important for us to practice active antiracism in every facet of our lives including the classroom. Any potentially offensive or triggering materials that I may show the class will be discussed within our class prior to my showing. I will take into account reasonable accommodations and allowances for missing engagement in triggering or offensive materials.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/

Face-to-Face Instruction
We will have face-to-face instructional sessions to accomplish the student learning objectives of this course. In response to COVID-19, the following policies and requirements are in place to maintain your learning environment and to enhance the safety of our in-classroom interactions.

- You are required to wear approved face coverings at all times during class and within buildings. Following and enforcing these policies and requirements are all of our responsibility. Failure to do so will lead to a report to the Office of Student Conduct and Conflict Resolution.
- This course has been assigned a physical classroom with enough capacity to maintain physical distancing (6 feet between individuals) requirements. Please utilize designated seats and maintain appropriate spacing between students. Please do not move desks or stations.
• Sanitizing supplies are available in the classroom if you wish to wipe down your desks prior to sitting down and at the end of the class.

• Follow your instructor’s guidance on how to enter and exit the classroom. Practice physical distancing to the extent possible when entering and exiting the classroom.

• If you are experiencing COVID-19 symptoms (Click here for guidance from the CDC on symptoms of coronavirus), please use the UF Health screening system and follow the instructions on whether you are able to attend class. Click here for UF Health guidance on what to do if you have been exposed to or are experiencing Covid-19 symptoms.
  
  o Course materials will be provided to you with an excused absence, and you will be given a reasonable amount of time to make up work. Find more information in the university attendance policies.

COURSE TECHNOLOGY

The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student’s laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Technology Requirements

COURSE COMMUNICATIONS

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

COURSE RECORDINGS

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

COURSE TECHNOLOGY SUPPORT

The Technology Support Center provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources.

http://digitalworlds.ufl.edu/support

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please Submit a Help Ticket or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the UF Computing Help Desk available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.
UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEEMANOR

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center. Click here to get started with the Disability Resource Center. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

SOFTWARE USE

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

STUDENT PRIVACY

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html

COURSE EVALUATION

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Click here for guidance on how to give feedback in a professional and respectful manner. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students here.
CAMPUS AND ACADEMIC RESOURCES

**U Matter, We Care**: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit [U Matter, We Care website](mailto:umatter@ufl.edu) to refer or report a concern and a team member will reach out to the student in distress.

**Counseling and Wellness Center**: Visit the [Counseling and Wellness Center website](http://wellness.ufl.edu) or call 352-392-1575 for information on crisis services as well as non-crisis services.

**Student Health Care Center**: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the [Student Health Care Center website](http://health.ufl.edu).

**University Police Department**: Visit the [UF Police Department website](http://police.ufl.edu) or call 352-392-1111 (or 9-1-1 for emergencies).

**UF Health Shands Emergency Room / Trauma Center**: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; Visit the [UF Health Emergency Room and Trauma Center website](http://emergency.ufl.edu).

**E-learning technical support**: Contact the [UF Computing Help Desk](mailto:helpdesk@ufl.edu) at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

**Career Connections Center**: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

**Library Support**: Various ways to receive assistance with respect to using the libraries or finding resources.

**Teaching Center**: Broward Hall, 352-392-2010 or to make an appointment 352-392-6420. General study skills and tutoring.

**Writing Studio**: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

**Student Complaints On-Campus**: Visit the [Student Honor Code and Student Conduct Code webpage](http://honored.ufl.edu) for more information.

**On-Line Students Complaints**: View the [Distance Learning Student Complaint Process](http://distant.ufl.edu).

**Disclaimer**: This syllabus represents the instructor’s current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.