Course Information
Course Title: ART3307 Special Topics in Art: From Paleolithic Cinema to Contemporary Visual Narratives.
Course prefix and number: ART3307, CRN22431
Course meeting times: Tuesday and Thursday, 1:30pm - 4:20pm
Course meeting location: Liberal Arts Room 411, inside the LACIT Computer Lab Room 405

Instructor's contact information
Instructor's name: Professor Miguel Angel Castro
Instructor's office #: Liberal Arts Room 411, inside the LACIT Computer Lab Room 405
Instructor's office hours: Tuesday and Thursday from 12:30pm to 1:30pm
Instructor's email: macastro6@utep.edu

DEFINITION OF VISUAL NARRATIVE
Visual narrative or visual storytelling is a form of communication that uses images from a wide variety of sources including, but not limited to, drawing, photography, video, and film, to share ideas, stories, and personal expressions. Inside the vast universe of art, visual narrative/story telling is present in forms and techniques such as painting, sculpture, illustration, graphic design, advertising and contemporary manifestations like cinema, performance art, video art, digital animation, and digital art. Visual narratives can be audiovisual creations where images, static or dynamic, converge with sound.

ARTISTS, CULTURAL AGENTS, AND ART MOVEMENTS TO GET FAMILIARIZED WITH

COURSE DESCRIPTION
The course explores and examines the work of cultural agents (artists, designers, philosophers, historians, critics, activists, and other creatives) to highlight the presence and importance of visual narratives in our visual culture. The course reviews static and dynamic visual narratives in a non-chronological manner with the purpose of creating a space of dialogue and work where students create relational, conceptual, and material connections between/with the works revised in class, thus providing the necessary knowledge and technical tools for the creation of individual and original visual narratives.

COURSE OBJECTIVES
Students will be able to evaluate from a critical posture the case studies covered in class. They will address and demonstrate understanding of the conceptual and technical principles related to the creation of visual narratives. The lectures, class work and assignments promote a theoretical/practical environment that positions the student inside a creative place to complete four original projects by the end of the course.
COURSE OUTCOMES
With positive completion of the course, students will be able to:

- Exercise critical examination of visual narratives as part of their visual culture.
- Create individual and original visual narratives to convey ideas, stories and personal expressions.
- Develop critiquing and presentation skills.
- Use basic/intermediate digital and analog technologies to create visual narratives with static and dynamic images.

EVALUATION
Final grade obtained for the course is determined by the following:

- 20 % Attendance & Participation in class and group critiques
- 20 % Writing assignments
- 20 % Class assignments*
- 10 % Each production project, four in total.

*Class assignments will be due weekly or by the end of the corresponding topics covered in class. No more than ten class assignments per semester.

ASSIGNMENTS
Four main projects will be part of your evaluation. Each project will be related to the topics covered in class. The first assignment is the creation of a visual narrative relevant to the content covered in class in the months of August and September. The second project is a visual narrative relevant to class content covered in the month of October. The third project is a visual narrative relevant to class content covered in the month of November. The fourth and final project is a visual narrative in free format. Each of the four projects are due in completed condition at the time of the project grading critique and final exam.

COURSE TOPICS BY WEEK
Weekly topics subject to change based on course progression.

8/29  Introduction: review of class contents, assignments, projects and policies.
8/31  VN in Paleolithic Caves: Images in caves, possible precursors to animation and cinema.

9/5-7  VN in Muralism: Renaissance-Mexican Muralism
9/12-14 VN in Street and Public Art: Barbara Kruger, Jenny Holzer, Minerva Cuevas
9/19-21 VN in Installation, illustration and art on paper: Laylah Ali, Kara Walker, Ida Applebroog
9/26-28 Critique and presentations of first monthly project.

10/3-5 VN in Dadaism and Constructivism: Posters, propaganda, agitation, photomontage and photocollage.
10/10-12 VN in Concrete Poetry from Europe and Latin America
10/17-19 VN in Futurism: Progress, modernity and the adoration of movement/machine.
10/24-26 In class workday
10/31 Critique and presentations for second project.

11/2  Visiting artist.
11/7-9 -14-16 VN in Video Art
11/21 VN in digital and analog animation/cyberspace and social media.
11/28 In class workday
11/30 Critique and presentations for third project.

12/5-7 Individual tutoring for final project.
12/11-15 Critique and presentations for final project.

**FALL 2023 CALENDAR**

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mar 27th</td>
<td>Fall Registration Begins</td>
</tr>
<tr>
<td>Aug 17th</td>
<td>Last Day to Clear Students on Suspension/Probation as well as those with Insufficient Prerequisites</td>
</tr>
<tr>
<td>Aug 18th</td>
<td>Drops for Students with Unsatisfactory Academic Standing, Insufficient Prerequisites, and Prior Grades of C in the Course</td>
</tr>
<tr>
<td>Aug 21st</td>
<td>Financial Aid Is Disbursed</td>
</tr>
<tr>
<td>Aug 28th</td>
<td>Fall classes begin</td>
</tr>
<tr>
<td>Aug 28th-Sept 1st</td>
<td>Late Registration (Fees are incurred)</td>
</tr>
<tr>
<td>Sept 4th</td>
<td>Labor Day Holiday- University Closed</td>
</tr>
<tr>
<td>Sept 13th</td>
<td>Fall Census Day</td>
</tr>
<tr>
<td>Note: This is the last day to register for classes. Payments are due by 5:00 pm.</td>
<td></td>
</tr>
<tr>
<td>Sept 25th</td>
<td>20th Class Day</td>
</tr>
<tr>
<td>Note: Students who were given a payment deadline extension will be dropped at 5:00 pm if payment arrangements have not been made.</td>
<td></td>
</tr>
<tr>
<td>Oct 6th</td>
<td>Graduation application deadline for degree conferral</td>
</tr>
<tr>
<td>Nov 3rd</td>
<td>Fall Drop/Withdrawal Deadline</td>
</tr>
<tr>
<td>Note: Student-initiated drops are permitted after this date, but the student is not guaranteed a grade of W. The faculty member of record will issue a grade of either W or F.</td>
<td></td>
</tr>
<tr>
<td>Nov 17th</td>
<td>Deadline to submit candidates’ names for commencement program</td>
</tr>
<tr>
<td>Nov 23rd-24th</td>
<td>Thanksgiving Holiday- University Closed</td>
</tr>
<tr>
<td>Dec 7th</td>
<td>Fall- Last day of classes</td>
</tr>
<tr>
<td>Dec 8th</td>
<td>Dead day</td>
</tr>
<tr>
<td>Dec 11th-15th</td>
<td>Fall Final Exams</td>
</tr>
<tr>
<td>Dec 16-17th</td>
<td>Fall Commencement</td>
</tr>
<tr>
<td>Dec 19th</td>
<td>Grades are Due</td>
</tr>
<tr>
<td>Dec 20th</td>
<td>Grades are posted to student records; students are notified of grades and academic standing</td>
</tr>
</tbody>
</table>
ATTENDANCE
Students must be on time for class. Entering the classroom after roll call has ended is a late arrival and will be considered half an absence. Two late arrivals equal an absence. With four absences your final grade will drop one full letter grade. With five absences you will automatically fail the course. No exceptions to this policy. The only excused absences—illness, death in the immediate family, or participation in UTEP-organized mandatory activities—must be accompanied by a note from the UTEP Student Health Center, another health care provider, or UTEP faculty/coach. Please note that absences after the first three will only be excused if prior absences are already excused.

TECHNOLOGY REQUIREMENTS
Course content is available via the Internet through the Blackboard learning management system. Make sure your UTEP e-mail account is working and that you have access to the Web and a stable web browser. It is imperative that you have access to a computer/laptop with hardware and software up-to-date and able to access all parts of the course. You also need to have access to Adobe Creative Suite. (Photoshop, Illustrator, After Effects, Premier, InDesign and Animate) IMPORTANT: If you encounter technical difficulties beyond your scope of troubleshooting, please contact the UTEP Help Desk.

COVID-19 PRECAUTIONS
You are encouraged to wear a face mask always covering while on campus, especially indoors and during class. Masks should fit securely over the mouth and nose. You are also encouraged to wash your hands frequently or use hand sanitizer. Hand sanitizer stations are available throughout Fox Fine Arts, and sanitizer is always available in the Graphic Design Lab lobby. When using the computer lab, wipe down the keyboard before and after use. Cleaning materials will be available in the lab. Do not come to class if you are sick. Seek medical attention and stay home. This policy applies to any contagious illness including COVID and seasonal flu. Be aware that information missed during an absence is the sole responsibility of the student. It is the student's responsibility to stay current with missed work and assignments, and to stay in contact with the instructor regarding health status, recovery, and anticipated return to class. Use your UTEP email account to stay in contact. THE UTEP PROVOST OFFICE HAS ALSO PROVIDED THE FOLLOWING COVID-19 PRECAUTION STATEMENT: Please stay home if you have been diagnosed with COVID-19 or are experiencing COVID-19 symptoms. If you are feeling unwell, please let me know as soon as possible, so that we can work on appropriate accommodation. If you have tested positive for COVID-19, you are encouraged to report your results to covidaction@utep.edu, so that the Dean of Students Office can provide you with support and help with communication with your professors. The Student Health Center is equipped to provide COVID-19 testing. The Center for Disease Control and Prevention recommends that people in areas of substantial or high COVID-19 transmission wear face masks when indoors in groups of people. The best way that Miners can take care of Miners is to get the vaccine. If you still need the vaccine, it is widely available in the El Paso area, and will be available at no charge on campus during the first week of classes.

ACCOMMODATIONS POLICY
The University is committed to providing reasonable accommodations and auxiliary services to students, staff, faculty, job applicants for admissions, and other beneficiaries of University programs, services and activities with documented disabilities in order to provide them with equal opportunities to participate in programs, services, and activities in compliance with sections 503 and 504 of the Rehabilitation Act of 1973, as amended, and the Americans with Disabilities Act (ADA) of 1990 and the Americans with Disabilities Act Amendments Act (ADAAA) of 2008. Reasonable accommodation will be made unless it is determined that doing so would cause undue hardship for the University. Students requesting accommodation based on a disability must register with the UTEP Center for Accommodations and Support Services (CASS). Contact the Center for Accommodations and Support Services at 915-747-5148, or email them at cass@utep.edu, or apply for accommodations online via the CASS portal: https://www.utep.edu/student-affairs/cass/
ACADEMIC CONDUCT
Revise code of academic conduct at http://www.utep.edu/dos/acadintg.htm

INSTRUCTOR’S INFORMATION
Miguel Angel Castro received a BFA in Painting and Printmaking from the University of Texas at El Paso in 2001 and a Master of Arts in Sculpture from the same institution in 2006. Prior to teaching he worked in the commercial printing industry and in the audiovisual production industry. He has participated in more than 25 collective art exhibitions and 5 individual art exhibitions. Currently, Professor Castro is Co-director of Yandell Creative Laboratory in El Paso Texas.

Note: This syllabus is subject to changes in content and dates during the quarter. Any changes will be posted under Announcements on Blackboard. You are responsible for maintaining communication accessibility through email and Blackboard.