

## Course Information

Course Title: ART3307 Special Topics in Art: Visual Story Telling

Course prefix and number: ART3307, CRN22431

Course meeting times: Monday and Wednesday 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 #: Room A-52

Instructor's office hours: Monday and Wednesday by appointment

Instructor's email: [macastro6@utep.edu](mailto: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 to share ideas, stories, and personal expressions. Visual 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.

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

David Alfaro Siqueiros, Marc Azéma, Nicolás Bourriaud, David Levi Strauss, Umberto Eco, Jean Baudrillard, Donald Kuspit, Hannah Hoch, Marcel Duchamp, Man Ray, Alexander Rodchenko, Umberto Eco, Natalia Goncharova, Luis Bunuel, Jean Cocteau, Alejandro Jodorowsky, Felipe Ehrenberg, Grupo Pentagono, Nam June Paik, Natalia Almada, Marta Minujin, Marina Abramovic, Pipilotti Rist, Minerva Cuevas, Garry Hill, Peter Campus, Andy Warhol, Ulises Carrion, Pedro Reyes, Pablo Helguera, Pola Weiss, Paul Pfifer, William Kentridge, Norman McLaren, Vito Aconcci, Bill Viola, Regina José Galindo, Yoshua Okon, Carlos Amorales, Miguel Ángel Ríos, Matthew Barney, Douglas Gordon, Krzysztof Wodiczko, Rafael Lozano Hemmer, Ingrid Wildi Merino, Laurie Anderson, Mexican Muralism, Constructivism, Dadaism, Futurism, Fluxus, Pop Art, Optical Art, Conceptual Art, Video Art, Net Art, Digital Art, Instillation Art, Performance Art and others to be revised as the progression of the course dictates.

## COURSE DESCRIPTION

The course explores and examines the work of cultural agents (artists, designers, philosophers, historians, critics, activists, and other creatives) to highlight the important role visual narratives play in our culture. The course reviews visual narratives with the purpose of creating a space for dialogue where students can experience creative connections with the works of art 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 space to complete four original projects by the end of the course.

## COURSE OUTCOMES

With 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 to intermediate digital and analog technologies to create visual narratives.

## 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
- 40% Creative projects, four in total.

## CREATIVE PROJECTS

Four creative projects will be part of your evaluation. Each project will be related to the topics covered in class. The first three creative projects will consist of visual narratives relevant to the content covered in class for the first three months of the semester. The fourth and final project is a visual narrative in free format. Each of the four projects are due at the time of the project grading critique and final exam.

## COURSE TOPICS AND WEEKLY CONTENTS

Week 1: Introduction and review of class contents, assignments, projects, and policies.

Week 2: Futurism, modernity, and manifests.

Week 3: Dadaism and collage.

WEEK 4: workday and critique for first project.

WEEK 5: Constructivism and photomontage.

Week 6: Mexican renaissance, muralism, and public art.

Week 7: workday and critique for second project.

Week 8: Concrete poetry and the visual poem.

Week 9: Spring Break.

Week 10: Neo-dadaism and the readymade.

Week 11: workday and critique for third project.

Week 12: Animation and the moving narrative.  
Week 13: Video and performance art.  
week 14: Digital Art and cyber narratives.  
Week 15: workday and individual tutoring for final project.  
Week 16: workday and individual tutoring for final project.

## 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](mailto: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](mailto: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.