

Digital Art Classroom Guidelines

360-619-1320 x7283 | [Website](#) | [Email](#) | [@RHSDigitalArts](#)

Lab Hours: M-F 30 min before/after school | SkillsUSA and Open Lab Wednesdays 2:45-3:45

Equipment

The equipment in this room is our livelihood. It does not belong to you, you are borrowing it for this hour each day. Treat it like it is yours and we'll have nice equipment for years to come. If there is an issue with your equipment, try the simple problem-solving process outlined by the teacher first, and if that isn't working, ask the teacher. Do not complete any complex modifications of the equipment on your own.

Some of the equipment is hands-on, like the trimmer or X-acto knives. You'll be trained on all of the appropriate equipment but if you need to use and have not been trained, please ask.

Personal Conduct

You are expected to carry yourself as a representative of your family and this school. You will be held accountable for your actions and your words. In the digital arts, your conduct can also influence what choices you make in your creation process. We practice the 3Rs here: Respect, Responsibility, and Resilience. Show yourself and your classmates that you are capable of demonstrating these qualities and beyond.

Copyright

As a digital artist, your integrity and honesty are in your hands. You are expected to turn in work that is created during this semester that has been created by you. Substituting artwork that is not an original work by you during this semester time period will be considered copyright infringement and can result in a referral. You may, however, be asked to use images that have been created by another artist for training purposes.

Artificial Intelligence

AI artwork is a new frontier. Tools are integrated into our software now and is meant to be a helping hand when generating ideas, performing tedious tasks, or revising/iterating ideas. Turning in mostly AI generated artwork is not permitted and will not be graded - this is a judgement call on Mr. Hundley's part. However, using AI to assist you and your process is encouraged.

Project Topics

You have the freedom to choose your topics in this course. With great freedom comes great responsibility. While in the high school setting, use wise judgment on what you choose to create. Steer clear of adult themes such as guns, violence, sex, drugs, and assembling flat-pack furniture.

Phones and Earbuds

Please see the [RHS/District policy on electronics](#). We may have some exceptions in this classroom and it's subject to change.

Work Stations

These computers have all sorts of software installed. You may use any of it for education in the

class you have signed up for. Adobe, Moho, Blender, etc... are all great applications to discover. We do not, however, play video games on these machines, watch YouTube unless instructed or install or hack into the machine. Be aware that you may be blocked from websites if you are not compliant with the Digital Arts policy and the District Technology Policy. You are being watched.

Food/Drink

Food and drink isn't allowed per District Adopted Guidelines. Sorry :(

Restrooms

Please use them during passing periods and before/after school. During class is a last resort.

Attendance

Attendance is taken daily. If there is a mistake in attendance, please chat with me as soon as you can so that I can fix this for you. If you miss a day, ask me or a classmate what you missed and make up the time/work as you are expected to make your deadlines with work that meets the criteria set before you. Tardies are marked if you walk through the door after the bell. After **3** tardies, you'll receive a warning, **4** is a parent contact, and **5** is a referral.

End of class

Do not line up at the door. Feel free to stand at your desk for the last few minutes of class. Be sure to log out of your computer (Control + Alt + Delete). Do not power off the computer.

Communication

Email is a wonderful way to communicate if you are not in class at that moment, however, talking with me in person is by far the best way. Google Classroom will be used to facilitate the curriculum and to submit feedback about your projects and efforts.