

Spring 2026

Wednesday 1:15-5:00p - Room VC 6-120

Instructor

Nick Rymer (he/him)

Nicholas.Rymer@baruch.cuny.edu

Office hours: Wednesday 12pm - 1pm | Room VC 7-235

Zoom by appointment

Course Description

This studio course introduces theories and practices of new media art. Assignments based on lectures, screenings, research, classroom demonstrations, discussions and readings provide hands-on experience in a variety of media, which may include digital imaging, sound, internet art, video, animation, social media, interactivity, etc. Students are introduced to software literacy and to historical and contemporary models and current standards of new media art. The Macintosh computer is featured as the primary computing environment. NMA 2050 is a prerequisite for all advanced New Media Arts courses. Requirement Designation: Regular Liberal Arts.

- Analyze significant episodes in the history and development of new media art and the work of significant new media artists through writing, discussion, and oral presentations;
- Demonstrate familiarity with the materials, methods, vocabulary, and context of a variety of new media processes through artistic projects;
- Begin to construct a coherent portfolio of work using tools and concepts appropriate to the discipline;
- Constructively critique and assess their work and the work of others through class critiques utilizing vocabulary appropriate to the discipline.

Required Materials

- Dropbox, Google Drive or Microsoft One Drive & External Hard Drive
- [Silicon Power](#), [LaCie Rugged Mini](#), [SanDisk Extreme](#), [Glyph BlackBox Pro](#) or something similar. You will need this to work on your files in other classrooms and at home. These do NOT have warranties and they are spinning hard drives (not SSD) so at some point, they will fail. Make sure to back up on a second location.
- A clean, well set up file structure. Your folders and files should not be saved on the desktop. How files connect is very important in New Media work.
- A notebook or sketchbook

New Media Artspace 'Cheat Codes' <http://newmediartspace.info/poweruser/index.php>
Cheat Codes are pro tip resources to help you get the most out of NMA/ART classes, become a true software Power User, and take your new media art to the next level.

Attendance

Your on-time attendance is required. Attendance is taken at the beginning of class. If you are absent, you are responsible for getting missed information and homework assignments from your classmates and coming to the next class fully prepared.

- 5 minutes late = 1 late.
- 15 minutes late = 1 absence.
- 3 lates = 1 absence.

You have two "no questions asked" absences. Your final course grade will be deducted by one full letter grade for every absence over two absences. For example, if you otherwise earned an A in this course your final grade would be A with 2 absences, B with 3 absences, C with 4 absences, D with 5 absences, or F with 6 or more. This course meets 14 times; $14 - 6 = 8$; $8 \div 14 = 57\%$; and $57\% = F$.

The last day to withdraw has been adjusted from the last day of the course to the date reflecting 60% of course completion.

Participation

You are required to actively participate in this class, including discussions and critiques. Be ready to participate. Participation includes communicating with me at all times, online and off. Communicate early and often, not after the fact. If something is going on, please let me know. Be present, not telepresent. No SMS'ing, IM'ing, FB'ing, MMS'ing, OMG'ing, ESP'ing, etc. in class.

Grading

Projects 1 - 3	60%
Progress/Creative Growth/Initiative/Participation	20%
Reading Response	10%
Attendance	10%

Art-making is an experimental process and involves taking risks. Sometimes taking the initiative to try something risky will result in backward progress. Sometimes you will have failed experiments that may be time-consuming creative adventures. This is all part of the process. Make work to the best of your ability and knowledge of the software. Try your improve your skills with every new project.

All work is evaluated based on achievement in The 3 C's: Creativity, Craft, and Concept.

Creativity is your individual approach to creation; it's evaluated on originality and the compelling spark of your work.

Craft is your excellence in production; it's evaluated on technique, attention to detail, and the clarity of your formal decisions.

Concept is your main idea; it's evaluated on nuance, novelty, vividness, and the complexity of your work's interpretations.

All work is due at the start of class. Late work is marked down 1 grade per week and will not be accepted after 2 weeks.

Academic Integrity

The **Department of Fine and Performing Arts** fully supports Baruch College's policy on **Academic Honesty**, which states, in part:

"Academic dishonesty is unacceptable and will not be tolerated. Cheating, forgery, plagiarism and collusion in dishonest acts undermine the college's educational mission and the students' personal and intellectual growth. Baruch students are expected to bear individual responsibility for their work, to learn the rules and definitions that underlie the practice of academic integrity, and to uphold its ideals. Ignorance of the rules is not an acceptable excuse for disobeying them. Any student who attempts to compromise or devalue the academic process will be sanctioned."

Academic sanctions in this class will range from an F on the assignment to an F in this course. Reports of suspected academic dishonesty will be sent to the Office of the Dean of Students. Additional information and definitions can be found at:

baruch.cuny.edu/academic/academic_honesty.html

You are not to use AI to create work or reading responses for this class. AI art is a complex issue, but we will not use it for this class. This includes generative AI in Photoshop. AI will be considered plagiarism.

Access to Accommodations

It is college policy to provide accommodations and academic adjustments for students with disabilities. Any student with a disability who may need accommodations in this class is requested to speak directly to Student Disability Services located in Newman Vertical Campus, Room 2-272 as early in the semester as possible. All discussions will remain confidential.

Academic Support

Baruch College offers a wide range of services including tutoring, support for writing and speaking English clearly, general academic advisement. For a more complete list and description: provost.baruch.cuny.edu/facultyhandbook/academicsupportservices

Reading & Posting

A required post accompanies all reading and homework. Do not summarize the content of the reading. I have read the reading and I already know what it says. Your posts and sites should be considered academic writing and should be free from grammatical or spelling errors. Do not summarize the content of the reading. I have read the reading and I already know what it says!

Pick a passage from the reading that stands out to you, something that is compelling or confusing, something that causes you inspiration or outrage. Perform a close reading of that passage and explain what it means to you and why it interests you.

Problem Solving

When you complete this class, you will have a foundation for using a range of new media software; you will understand software concepts that you can apply to new programs and media; and you will be able to come up with creative projects on your own. **This means you should try to problem solve on your own, before asking for help, as a helpful exercise.**

You can problem solve most of the time by experimenting, Googling, Youtubeing and using what you know already. There are no missteps when problem solving. Part of learning new software and getting it to do what you want to do is learning how to search the internet for what you want! GOOGLE BEFORE ASKING.

Saving

First, save your project as like: myproject_experiment.psd. After you have saved a different version, you can experiment, noodle around, make mistakes and observe the mistakes you are having. You can always go back to your old version, and repeat the process by saving yet another version, like: myproject_experiment2.psd. You can always go back to the old one, or make yet another copy of it and keep playing.

SUBJECT TO CHANGE

Jan 28 Overview/Skills/Blog

READ Saltz, *How to Be an Artist 33 rules to take you from clueless amateur to generational talent (or at least help you live life a little more creatively)* (2018)

Feb 4 Photography and Photoshop

Photography Lecture: History, How Cameras Work, Photography as Art
Photoshop

HW Artist Assignment 1: The List

DUE Post: Saltz

READ Manovich, *Principles of New Media (What is New Media)* (2001)

Feb 11	Photoshop Tips and Tricks I - Homer
	Class Visit - NMA Docent on Demand
	Photoshop: Set up workspace. Move and Selection Tools, Copy, Cut and Paste
DUE	Post: Artist Assignment 1: The List
Feb 18	Photoshop Tips and Tricks II - Face Swap
	Photoshop: Masking, Color, Image Adjustments
HW	Source Image for Project 1 (Self Portrait)
DUE	Post: Manovich
Feb 25	Project 1 - Studio Day
	Studio day for Project 1
DUE	Source Images for Project 1 (Self Portrait)
Mar 4	Project 1 - Studio Day
	Class Visit - Prof. Behar, NMA Minor and Advising
	Studio day for Project 1
READ	(Watch) <i>RiP!: A Remix Manifesto</i> (2008)
Mar 11	Audio Remix and Visiting Artist
	NMArtspace Tour and Visiting
	Audio Editing Software and Audio Remix In-class exercise
READ	Russolo, <i>The Art of Noises</i> (1913) and Ubu Web:Sound ubu.com/sound
DUE	Post: <i>RiP!: A Remix Manifesto</i>
DUE	Project 1: Self Portrait*
Mar 18	Fun with Sound
	In-Class audio Assignment
HW	Artist Assignment 2: Listening and Describing
DUE	<i>The Art of Noises/The Aesthetic Potential of Sound</i>
Mar 25	Studio Day Project 2
	Work on Sound Project
READ	Mcluhan, <i>The Medium is the Massage</i> (1967)
DUE	Artist Assignment 2: Listening and Describing
Apr 1	Spring Break
	Stay safe out there.
Apr 8	Spring Break
	Keep staying safe out there.

Apr 15	Animation Lecture
	Animation Lecture: History, Cell Animation, Computer Animation
HW	Animation Lecture Post
DUE	Post: McLuhan
DUE	Audio Project
Apr 22	Animation - Photoshop
	In-class Exercise: Frames in Photoshop
HW	Artist Assignment 3
DUE	Post: Three Animations
Apr 29	Animation - Photoshop and Premiere
	In-class Exercise: Animation and Sound in Premiere
DUE	Post: Artist Assignment 3
READ	Benjamin, <i>The Work of Art in the Age of Mechanical Reproduction</i> (1935)
May 6	Animation Studio
	Studio day to work on Project 3
DUE	Post: Benjamin
May 13	Animation Studio (Last Class)
	Studio day to work on Project 3
May 21	Project 3 (posted)
DUE	Project 3: Animation*