

Fall 2026

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

Instructor

Nick Rymer (he/him)

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Office hours: Friday 12pm - 1pm | Room VC 6-121 (The office in the NMA Studio)

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

- An External Hard Drive to save your files. Beginning on Sept. 19th, files will be erased from the computer once a week. [Amazon Link To Drives](#)
- 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
- YOU MUST USE THE NMA STUDIO LAPTOPS DURING CLASS

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. All work is due at the start of class. 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

Aug 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)

Sep 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)

Sep 11 **NO CLASS**

Sep 18 **Photoshop Tips and Tricks I**

Photoshop: Set up work space. Move and Selection Tools, Copy, Cut Paste, Masking, Color, Image Adjustments.

Class Visit - NMA Docent on Demand (Abeha - 4:45pm)

DUE Post: Artist Assignment 1: The List

DUE Post: Manovich

Sep 25	Photoshop Tips and Tricks II
HW	Photoshop: Masking, Color, Image Adjustments Source Image for Project 1 (Self Portrait)
Oct 2	Project 1 and New Media Artspace Docent Tour
DUE	Studio day for Project 1 Source Images for Project 1 (Self Portrait)
Oct 9	Studio day for Project 1
READ	New Media Artspace Docent Tour - Studio day for Project 1 (Watch) <i>RiP!: A Remix Manifesto</i> (2008)
Oct 16	Audio Remix and Visiting Artist
READ	Audio Editing Software and Audio Remix In-class exercise Visiting Artist class visit 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*
Oct 23	Fun with Sound
HW	Audio In-Class audio Assignment Artist Assignment 2: Listening and Describing
DUE	<i>The Art of Noises/The Aesthetic Potential of Sound</i>
Oct 30	Studio Day Project 2
READ	Work on Sound Project McLuhan, <i>The Medium is the Massage</i> (1967)
DUE	Artist Assignment 2: Listening and Describing
Nov 6	Animation Lecture
HW	Animation Lecture: History, Cell Animation, Computer Animation Animation Lecture Post
Nov 13	Animation: Photoshop
HW	In-class Exercise: Frames in Photoshop Artist Assignment 3: The Tool Project 2 Audio Remix*
DUE	Post: 3 of the animations for the lecture that interest you the most. We will be
DUE	discussing the animations.
Nov 20	Animation: Photoshop and Premiere
DUE	In class Exercise: Animation and Sound in Premiere Post: Artist Assignment 3: The Tool
READ	Benjamin, <i>The Work of Art in the Age of Mechanical Reproduction</i> (1935)

Nov 27 **NO CLASS - Thanksgiving!**

Dec 4 **Animation Studio**

Studio day to work on Project 3
DUE Post: Benjamin

Dec 11 **Animation Studio (Last Class)**

Studio day to work on Project 3

Dec 17 **Project 3 (posted)**

DUE Project 3: Animation*