

My Philosophy Statement on Education
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As an instructor, I strive to guide students into realizing their creative vision by providing the necessary skills for self-expression. The ultimate goal cumulates in the student's ability to realize a complete work of art. I believe an education in any creative field should begin with the fundamentals of Art. A working knowledge of traditional art skills forms a solid base for more involved artistic exploration. A student armed with composition, color theory, typography, graphic design and animation principles can apply these skills to great effect across all forms of visual media.

Along with crafting digital imagery, I emphasize the importance of how and why the image works (or does not work). Critique is an essential part of my teaching practice. I believe students should develop the vocabulary required to verbalize their practice by actively analyzing their work. Peer review is an excellent source of both inspiration and self-realization.

Hands-on learning is the most effective method for teaching both tools and theory. I recently taught Intro to Digital Media Production (MDIA 2400). The goal of this class was to introduce students to digital media creation through the use of the Adobe Creative Suite. I emphasize theory as well as technical competency while teaching software. I infuse assignments and demonstration with theoretical principles. Joseph Itten's Bauhaus classic, *Design and Form* becomes the theoretical underpinning for composing images in Illustrator. William Hogarth's *Analysis of Beauty* is a guide for designing posters with Photoshop. *The 12 Principles of Animation* by Ollie Johnston and Frank Thomas direct lessons in animation with After Effects.