

GRANDE PRAIRIE REGIONAL COLLEGE

VISUAL & PERFORMING ARTS

AR 1080

TECHNOLOGY AND THE VISUAL ARTS 1 (1-0-2) Lab Varles

1. **Instructor:** Lane Borstad
Office: Studio "A"
Office Hours: Tuesday and Thursday 9:00 to 11:00 a.m.
2. **Time:** Friday 11:00 - 12:00 a.m., 2 hours varies
3. **Location:** Studio "A"
4. **Prerequisite:**
None, familiarity with computers an asset.
5. **Catalogue Description**
An introduction to the use of computer technology in visual art.
6. **Course In Perspective**
This course will explore the potential of new technology when incorporated within the traditional practices of creating art. This is a user orientated as opposed to programming course and as such will focus on the practical applications of technology for visual communication. The changes which are occuring in the areas of aesthetics and world view as a result of the technology will be discussed.
7. **Course Objectives**
Students will:
 1. develop an awareness of the potential uses of computers in the visual arts.
 2. develop basic skills in the use of relevant computer software.
 3. examine the aesthetic implications of the new technology.

8. Course Content

The term will be divided into a series of related components designed to build a basic understanding of the potential of the technology.

1. Introduction
 - a. hardware
 - b. system software
2. Painting
 - a. basic image creation using "paint" software
 - b. output for traditional processes (painting, print making, etc.)
3. Photo manipulation
 - a. image capture
 - b. image processing
4. Three dimensional modeling
 - a. lathed
 - b. extruded
 - c. surface types
5. Animation
 - a. key frame production in Paint and modeling software
 - b. tweening
 - c. image and sequence manipulation

9. Assignments

Assignments will be designed to foster understanding in both the theoretical and practical aspects of the use of technology in visual communication. A portfolio of work which demonstrates an understanding of each category of software in the course and one major project of more specific focus will be required. A written and/or oral presentations will accompany the portfolio.

10. Assessment and Grading

A.	1.	Term assignments	40%
	2.	Final portfolio	50%
	3.	Participation	10%

10. B. Mid-term

A number grade based upon assignments completed. Mid-term may be an indicator grade only for the student's reference on his/her performance in this course. This will enable the student to make improvements of the evaluated work for the final portfolio presentation.

NOTE: More than 10% absenteeism may constitute a failure except for medical or extenuating circumstances in which case a doctor's letter may be required.

Lateness will be noted.

11. **Required Readings**

Richard M. Friedhoff. *The Second Computer Revolution - Visualization*, W.H. Freeman and Company, New York, 1991.

Cynthia Goodman. *Digital Visions - Computers and Art*. Harry N. Abrams, Inc., New York, 1987

Appropriate manuals for software applications and hardware.

12. **Supplemental Readings**

Theodore Conover. *Graphic Communications Today*, West Publishing Company, New York, 1990.

Kerlow and Rosebush. *Computer Graphics for Designers and Artists*, Van Nostrand Reinhold, New York, 1986.

Students will also be directed to selected readings in such journals as *Leonardo* and *Verbum*.