

Grande Prairie Regional College
Visual & Performing Arts
AR 1180
VISUAL IMAGERY 3 (2-1) 3 (UT) pending

1. Prerequisite: None

2. Course Description

Visualization is emerging as a distinctive new discipline. Everyone who visualizes - whether in the arts, science, medicine, entertainment, business, or any other discipline that is being irrevocably changed by the computer can benefit from this course. This course is an introduction to the theory of computer technology with an emphasis on visual design and its inter-disciplinary applications.

3. Course Objectives

- a. Students will learn the basic principles of design as related to both art and non-art disciplines.
- b. Students will develop an awareness of the impact the computer is having on modern society / culture.
- c. Students will develop visual and critical thinking skills pertaining to interdisciplinary applications.

4. Course Content

- a. Elements and Principles of Art:
- b. Interface to Other Art Disciplines:
- c. Introduction to Non-Art Disciplines
- d. Theoretical implications of the new discipline.
- e. Final Project:

5. Assignments

- a. Assignments will be designed to foster understanding of the above objectives.
- b. A major project will also be required.

6. Evaluation

Mark Distribution	Mid Term	20%
	Major Project	40%
	Final Exam	40%

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

7. Required readings

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

Goodman, C. *Digital Visions - Computers and Art*. New York: Harry N. Abrams Inc., 1990.

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

Appropriate manuals for software applications and hardware.