

Grande Prairie Regional College
Visual & Performing Arts

AR 1190
VISUAL IMAGERY 3 (2-1) 3 (UT) pending

1. **Prerequisite:** AR 1080 or consent of the department

2. **Course Description**

This course is a continuation of AR 1080 (the study of Visualization as a new discipline). The course material will be presented in such a way as to emphasize the multi-disciplinary aspect of this emerging field.

3. **Course Objectives**

- Students will continue to develop an understanding of the basic principles of design as related to both art and non-art disciplines.
- Students will assess and analyze the impact the computer is having on modern society / culture.
- Students will apply visual and critical thinking skills pertaining to interdisciplinary applications.

4. **Course Content**

- Review of the Elements and Principles of Art;
- Application to Non-Art Disciplines;
- Emerging technologies and their impact on the arts, sciences and culture
- Presentation Graphics;
- Final Project;

5. **Assignments**

- Assignments will be designed to foster understanding of the above objectives.
- 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.