Grande Prairie Regional College
Visual & Performing Arts

Course Outline
AR 208 3(1-0-2)

Technology and the Visual Arts

1.   **Course Description**: An introduction to the theory and practical use of computer technology in the visual arts.

2.   **Course in Perspective**: This course will explore the potential of new technology for creating art as well as the incorporation of technology within the traditional practices of creating art. The changes which are occurring as a result of the technology in the areas of aesthetics and world view will be discussed.

3.   **Prerequisite**: Consent of the Department

4.   **Assignments**: Assignments will be designed to foster understanding in both the theoretical and practical aspects of the use of technology in the visual arts by interfacing with traditional areas of painting, printmaking, sculpture and design fundamentals. A written and/or oral presentations will accompany a portfolio of works created during the course.

5.   **Grading**:

	a)	Term assignments	20%
	b)	Midterm portfolio	20%
	c)	Midterm discussion paper	10%
	d)	Final portfolio	30%
	e)	Final discussion paper	20%

6.   **Topics**: Topics will include an introduction to the various software tools available to the practising artist such as: Draw, Paint, Animation, Desktop Publishing, Computer Assisted Design Programs. If time permits, the role of the computer as a business tool for the artist will also be introduced via Word Processing, Spread Sheets, and Data Base Management.

7.   **Lab Fee**: A $35.00 fee will be assessed to cover the cost of student disks and consumables. This is required to limit the risk of computer viruses.

8.   **Required Text**: At present there is no one text book which is suitable to this course. Relevant readings will be assigned as required from a variety of appropriate journals.

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