

Visual & Performing Arts

AR 2083(1-0-3)

Technology and the Visual Arts

Instructor: Lane Borstad

Office: Studio 'A'

Office Hours: Tuesday and Thursday 9:00 am to 11:00 am.

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 when incorporated within the traditional practices of creating art. The changes which are occurring as a result of technology in the areas of aesthetics and world view will be discussed.
3. **Topics:** Topics will include an introduction to the various software tools available to the practicing artist such as: Draw, Paint, Animation, Desktop Publishing, and Computer Assisted Design programs. The role of the computer as a business tool for the artist may also be introduced via Word Processing, Spread Sheets, and Data Base Management.
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, print making, sculpture and design fundamentals. Written and/or oral presentations will accompany a portfolio of works created during the course.

5.	Grading:	A) Term assignments	20%
		B) Midterm portfolio	15%
		C) Midterm discussion paper	10%
		D) Final portfolio	35%
		E) Final discussion paper	20%

7. **Readings:**

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

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

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

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

Appropriate manuals for software applications and hardware.

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

