Course Number

AVA-270-01

Course Description

Utilizing basic aspects of computer programming, this course will explore how artists can experiment with computer code to communicate a variety of ideas and content. By means of the programming environment processing, students will investigate issues in animation, computational design, physical computing, data visualization, interactivity, and other relevant topics. Class lectures and hands-on studio time will incorporate technique demonstrations, discussions, technical exploration, aesthetic inquiry and historical information relevant to the course. Outside work required.

Academic Term

22/WI

Instructor

Orellana, Fernando

Location & Meeting Time

Visual Arts Building-118+ T/TH 09:30AM-12:30PM LEC

Credits

1.00

Capacity

14

**Total Students** 

10

Common Curriculum

SET Science, Engineering Tech

**HUM Arts & Humanities** 

Academic Department

Studio Arts

Field Of Study

Studio Arts (AVA)