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)