

INDIANA UNIVERSITY OF PENNSYLVANIA
GENERAL CATALOG

COURSE SYLLABUS

Course Syllabus: AR 1xx Introduction to COMPUTER GRAPHICS AND ELECTRONIC IMAGERY

Date Submitted: January, '88

Submitted by: Paul Ben-Zvi

Department: Art & Art Education

- I. Course Identification
- II. Catalog Description (attached)
- III. Course Objectives

To introduce students to the art of computer graphics and electronic
imaging; the potential of available hardware and software and its

3. Design Development with Computers & Electronic Media

- A. Drawing
- B. Painting
- C. Editing

C. Compositional Analysis of Master Artists' Paintings

5. Individual and Small Group Research

- A. Evaluation and Application of Commercial Software
- B. Hardware Applications
- C. Animation
- D. Book and Publication Design
- E. Application of Computer Graphics & Electronic Imagery to traditional media and design

6. Product Development

- A. Prints
- B. Slides and Photographs
- C. Video recordings
- D. Publications
- E. Other two and three dimensional forms

behind the times books in the field. The nature of this discipline requires a library of films, videotapes, and disks. Some of the most important