88-89/126

SENATE CURRICULUM COMMITTEE B-2

COURSE SYLLABUS

Course Syllabus: AR 2xx/6xx, ADVANCED COMPUTER GRAPHICS AND ELECTRONICS IMAGERY
Dual Level

Submitted by: Paul Ben-Zvi

Department: Art & Art Education

I. Course Identification

II. Catalog Description (attached)

III. Course Objectives

To advance students' abilities in the art of Computer Graphics and Electronic Imagery. To further student use of hardware and software and their application to aesthetic design and production. To enable the artist to pursue advanced problems in Computer Graphics & Electronic Imagery for self expression, communication, and production in a variety of media and techniques.

IV. Academic Content
Course Outline

1. A Review of Basic Computer Graphics & Electronic Imagery

3. Design Development with Computers & Electronic Media

A. Illustration & Image Management
   1) Drawing
   2) Painting
   3) Editing
   4) Page Layout
   5) Text, type, and fonts
   6) Printing and Publishing

B. Directed Projects and Advanced Problems
   1) Group
   2) Individual

C. Individual Research

   1) Evaluation and Application of Commercial Software
   2) Hardware Applications
   3) Animation
   4) Book and Publication Design
   5) Application of Computer Graphics & Electronic Imagery to traditional media and design concerns

D. Special Projects--an exploration of the unique qualities of Computer Graphics and Electronic Imagery

4. Product Development

A. Prints
B. Slides and Photographs
C. Video recordings

D. Publications
E. Other two and three dimensional forms

V. Procedures

As with other advanced art studio courses, Computer Graphics &

Electronic Imagery will meet 6 hours per week for a combination of lectures, demonstrations, project development, problem solving, group and individual critiques. The nature of Computer Graphics & Electronic Imagery's specialized equipment and "hands-on interactivity" means that though some "homework" will be done as research in the library, and as

As in most art studio courses, no text is required. We are building an extensive library within the art department of books and periodicals. Bibliographies are being developed and new Computer Graphics & Electronic Imagery books will be requested for the Stapleton Library as they are developed. Our art based program will utilize the library's broad holdings of

INDIANA UNIVERSITY OF PENNSYLVANIA
SENATE CURRICULUM COMMITTEE B-2

COURSE SYLLABUS

Course Syllabus: AR 5xx, (Fundamentals) COMPUTER GRAPHICS AND ELECTRONIC IMAGERY

Date Submitted: April 1, 1987; January, 1988

[redacted]

I. Course Identification

II. [redacted]

III. Course Objectives

To introduce students to the art of computer graphics and electronic imagery: the potential of available hardware and software, and its application to aesthetic design and production. To enable the artist to experiment, preview, edit and develop compositions with the aid of Computer Graphics & Electronic Imagery media. To enable the artist to use the media

[redacted]

for self expression and group communication. To design with computers works to be produced in a variety of media and techniques. To explore Computer

3. Design Development with Computers & Electronic Media

   A. Drawing
   B. Painting
   C. Editing

4. Directed Projects

   A. [redacted]

   B. Likenesses and Portraits
   C. Compositional Analysis of Master Artists' Paintings

5. [redacted]

   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 concerns

6. Product Development

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

V. Procedures

As with other art studio courses, Computer Graphics & Electronic Imagery will meet 6 hours per week for a combination of lectures, demonstrations, project development, problem solving, group and individual critiques. The nature of Computer Graphics & Electronic Imagery's specialized equipment and "hands-on interactivity" means that though some "homework" will be done as research in the library, and as applications in a variety of studios, much must be done as work outside the regular class time in the Computer Graphics & Electronics Imagery's dedicated facility.

VI. Text

No applicable text exists as yet. Several contenders have been announced and will be evaluated.

behind the times books in the field. The nature of this discipline requires a library of films, videotapes, and disks. Such a collection is being assembled