



ASPECTS OF ART & TECHNOLOGY 1: ACROSS FORM, TIME, & SPACE

Art 5001 - Spring 2022 - Mon & Wed 3:55 to 6:40 pm
Hopkins Hall, Department of Art
Instructor: Illya Mousavijad, Visiting Assistant Professor
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Poster image credit: "Meriem Bannani: Fly" Photo by Derek Schultz __ https://www.moma.org/calendar/exhibitions/4947/installation_images/39247

This course investigates the generation of visual content as impacted by its transitions between and across form, time, and space. Students will learn and employ various traditional and technological means of production to create and experience immersive spaces consisting of both physically tangible and virtual arrangements. A wide range of multi-disciplinary projects will encourage students to (A) conceptualize and visualize material and explore software possibilities (B) integrate cross-pollinations between physical and virtual forms of presentation (C) consider the social, cultural, political, and art historical influences that define contemporary art practices. The pedagogic methodology of this class employs studio sessions, lectures, critiques, and workshops. We will also study a field of precedents including artworks, practices, readings, and films which work with intersections between the physical and virtual to create dynamic new ways of seeing, thinking, and creating.

Multidisciplinary production means explored in this class include computer animation, virtual reality, photography, videography, 3D modeling, 3D scanning, 2D production, projection mapping, and physical fabrication. Anticipated software and practices employed in this class include Autodesk Maya, Adobe Suite, Substance Painter, Gravity Sketch, Tilt Brush, Z-Brush Mini, Madmapper, Lightform Creator __ as well as traditional painting, drawing, clay/foam modeling, woodshop/metal shop fabrication.

This course is ideal for graduate and advanced undergraduate students in studio-based, lab-based, and performance-based disciplines such as Art, Dance, Performance, Music, Architecture, and Landscape Architecture. Humanities majors motivated to explore the visual representation of their critical ideas are welcomed as well. While not necessary, prior experience with visual (physical or computer) production is encouraged. Students will be responsible for the potential expenses (estimate \$50-\$100/semester) of their project fabrication.