Professors Golan Levin & Ali Momeni present

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FEATURING PROJECTS FROM FEATURING PROJECTS FROM STUDENTS SPANNING TO DOCTORAL STUDENTS SOPHOMORES TO DOCTORAL STUDENTS SOPHOMORES TO DEPARTMENTS FROM 9) DIFFERENT DEPARTMENTS

DOUBLE SOPHOMORES TO DEPART DE

OF STUDENT PROJECTS FROM THEIR ADVANCED COURSES IN NEW-MEDIA ARTS:

Interactive Art & Computational Design

Alex Rothera • Alex Wolfe • Billy
Keyes • Blase Ur • Craig Fahner •
Deren Guler • Duncan Boehle • Eli
Rosen • Evan Sheehan • Heather
Knight • Joe Medwid • John Brieger
• Jonathan Ota • Ju Young Park •
Kaushal Agrawal • Kelsey Lee • Luci
Laffitte • Luke Loeffler • Madeline
Gannon • Mahvish Nagda • Nicholas
Inzucchi • Nir Rachmel • Sam Lavery
• Sankalp Bhatnagar • Sarah Keeling
• Varvara Toulkeridou • Xing Xu •
Zack Jacobson-Weaver

THURSDAY, MAY 3, 5:00 pm

CMU COLLEGE OF FINE ARTS GREATHAU

& STUDIO FOR CREATIVE INQUIRY

(CFA-111)

Digital Fabrication for the Arts

Caroline Record • Alan Herman • Paul Miller • Justin Lin • Alex Rothera • Alex Mallard • Max Perim • William Crownover • Nathan Trevino

This course introduced students to tools, workflow, aesthetics and communities surrounding computer-aided-design / computer-aided-manufacturing (CAD/CAM) and its creative applications within art practice. The CAD/CAM process is particularly well-suited for certain tasks, including the creation of multiples, for fabrication of functional/kinetic components, iterative prototyping of complex structures, scalable design, construction of large structures from repeated simple components, and other ingenious digital-physical work-flows.

This is an advanced studio course in arts-computing and new media practice. Topics surveyed in the course were tailored to student interests, including: experimental interface design, information visualization, game design, real-time audiovisuals, locative and mobile media, computational form-generation, image processing and vision-based interactions, augmented reality, simulation, networked crowd-sourcing, dynamic typography, mechatronic and device art, physical computing, and other topics.

http://golancourses.net/2012spring/

http://teach.alimomeni.net/2012spring1/