

Course/Subject/Unit Description

1. General Information			
School		School of Design Studies	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	EA614	SEMESTER	6
SUBJECT TITLE		Visual Art Conception with Computers II	
Teaching Content	Weekly (Hrs)	Credis	
Lectures, Essays, Design Workshops/Excercises, Design Project – Portfolio of work.	3	3	
Type of Subject	Specialty Courses (SC)		
PREREQUIRED COURSES	No		
Teaching and Exams Language	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	Yes		
Course website (URL)	ia.ihu.gr/ea614		

2. Aims and Objectives – Methods – Skills
<i>α. Learning Outcomes</i>
Acquiring knowledge in the use of specialized digital programs for two-dimensional images that can be applied in three-dimensional space. New media literacy includes handling digital programs, understanding the aesthetic qualities and possibilities involved in the use of new media, (new technology and know-how in image production) and the aesthetic/visual qualities involved in the production of digital work.
<i>β. Skills</i>
<ul style="list-style-type: none"> • Technological and technical knowledge • Independent or group work • Production of a visual work with an image changing over time. • Familiarity with specialized PC programs • Work in an international environment

3. Subject Context
Two-dimensional visual composition with applications on surfaces. Introduction to the design of images with digital computer media for the purpose of their intervention in space. Three-dimensional visual composition with applications on small or large objects, indoors or outdoors. Computer design and processing, 3D design, photorealistic design. Applications with the image either fixed (simple projection or printing) or time-varying (video, slide projection).

4. Teaching and learning methods – Evaluation and assessment	
- Theory and Design Workshops – Main Project Brief/ Site visits	Face-to-face and visual applications in the computer lab

<ul style="list-style-type: none"> - Group Appraisal /Site Analysis - Theory Essay and Design Exercises - Interim Reviews - Project Final Pin Up - Portfolio Hand In. 		
Use of Information and Communication Technologies	Presentations via PC video projection. Laboratory applications and projects with digital media and use of PC programs	
Teaching organization	Activity	Semester Credits
	Lectures	10
	Design Workshop and Exercises	50
	Main Design Project	10
	Portfolio organization	5
	Total	75
<i>Student assesment</i>	written examination Laboratory Work via Computer Project presentation Digital portfolio organization	

5. Recommended/ Bibliography

- 3DTotal.com, Digital Painting Techniques : Practical Techniques of Digital Art Masters, Taylor & Francis Ltd, Oxford, 2009
- Friedberg, Anne, The virtual Window: from Alberti to Microsoft, MIT Press Ltd, Cambridge, Mass. 2009
- Jennings, Gabrielle, Abstract Video : The Moving Image in Contemporary Art, University of Kalifornia Press, Berkeley, 2015
- Kholeif, Omar, Moving Image, MIT Press Ltd, Cambridge Mass., 2015
- Kwastek, Katja, Aesthetics of Interaction in Digital Art, MIT Press, Ltd, Cambridge, Mass. USA, 2015
- Paul, Christiane, Digital Art, Thames & Hudson Ltd, London, 2009
- Rush, Michael, New Media in Art, Thames & Hudson Ltd, London, 2005
- Shanken, Edwart, A., Blazwick Iwona (eds), Systems, MIT Press Ltd, Cambridge, Mass. USA, 2015