

ARTISTS' AND DESIGNERS' INTRODUCTION TO COMPUTER GRAPHICS

COURSE # 2

CHAIR:

Maria Palazzi
Rutgers-Camden University

SPEAKERS:

John Donkin
ACCAD - Ohio State University

Richard Lucas
Bowling Green State University

Anne Seidman
Moore College of Art



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Artists' and Designers' Introduction to Computer Graphics

Course Level: Beginning

ABSTRACT

The course will cover ideation to execution of a design through the use of computer graphics. The speakers will introduce the fundamentals of two-dimensional and three-dimensional graphics, animation, image processing and character animation. Actual techniques and concepts will be demonstrated with in-class hardware and software, as well as visual examples on video and slides. The speakers will consist of university faculty members teaching in the field of computer graphics. The backgrounds of the speakers is diverse in order to provide a well-rounded course in computer graphics for artists and designers. All of the speakers work as professional producers of computer graphics imagery, both still and animation, bringing their production experiences as well as experience in the field of teaching the fundamentals of art, design and computer graphics to artists and designers, into this course. This course will be helpful not only to artists and designers involved in computer graphics but to instructors teaching introductory computer graphics and animation courses and their students.

Speakers Biographies

John C. Donkin is currently a full-time staff member and Adjunct Professor at The Ohio State University's Advanced Computing Center for the Arts and Design. He is the leader of ACCAD's research and development team in Computer Graphics and Animation for Artists. He was a Senior Animator at Cranston/Csuri Productions before returning to Ohio State. He holds a Masters Degree in Art Education and Computer Graphics from The Ohio State University and a BFA in Cinematography. Mr. Donkin's work has been seen around the world as part of the Siggraph Art Show, Siggraph Electronic Theatre and several other international publications, conventions and art exhibits.

Richard B. Lucas is an Associate Professor of Graphic Design and Computer Graphics with Bowling Green State University. As the 1989/1990 Chair of the Division of Design, Mr. Lucas also oversees the development of curriculum and serves in an administrative capacity within the School of Art. Rick has been an art director and computer animator with Cranston/Csuri Productions of Columbus, Ohio. He holds a B.F.A. in Illustration

from the Rhode Island School of Design and an M.A. in Computer Art/Animation from The Ohio State University.

Maria Palazzi is an Assistant Professor of Art with Rutgers University. As coordinator of the computer graphics program, she oversees the development of curriculum in computer graphics and animation. Maria has been a Technical Director and Senior Animator with Cranston/Csuri Productions of Columbus, Ohio and an Art Director/Animator at Telezign of New York. She is currently an independent producer with Ampersand of New York City. Maria holds a B.S. in Industrial Design and an M.A. in Computer Art/Animation from The Ohio State University.

Anne Seidman received a Master in Fine Arts in 1976 and taught painting and drawing before receiving a Masters in Computer Animation in 1988. Her animations, "Ghoti" and "The Blue Chair" were collaborative efforts with others that were researching and studying at The Advanced Computing Center for Art and Design. The animations were studies of evolutionary painterly spaces. Recently she has been creating static 2-d images using a pen plotter and is currently teaching Computer Graphics at the Moore College of Art and Design in Philadelphia.

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AGENDA

8:30 - 8:45	INTRODUCTION OF COURSE AND SPEAKERS	PALAZZI
8:45 - 9:30	OVERVIEW OF COMPUTER GRAPHICS AND ANIMATION	LUCAS
9:30 - 10:15	THE STORYBOARDING PROCESS	LUCAS
10:15 - 10:30	BREAK	
10:30 - 12:00	TWO-DIMENSIONAL GRAPHICS	SEIDMAN
12:00 - 1:30	LUNCH	
1:30 - 3:00	THREE-DIMENSIONAL GRAPHICS	PALAZZI
3:00 - 3:15	BREAK	
3:15 - 4:00	MOTION/CHARACTER ANIMATION	DONKIN
4:45 - 5:00	QUESTIONS AND ANSWERS	ALL

SIGGRAPH '89

**July 31 - August 4, 1989
Boston, Massachusetts**

Artists' and Designers' Introduction to Computer Graphics

**Maria Palazzi
Course Organizer**

Introduction to the course notes

Welcome to the artists' and designers' introduction to computer graphics! This is the first year that we've offered this course, one which focuses specifically on computer graphics and its applications for artists and designers. This course will present information for those involved in the art and design of this medium.

The course offers an overview of the process involved in using computer graphics and animation, from conception to completion. It is a course which hopes to familiarize those in the arts with specific concepts and techniques that are applicable to two-dimensional and three-dimensional graphics and animation. We hope that the material in these notes will help you in the beginning, as you learn about computer graphics and then later as a reference. During the day we'll hit most of the important topics from an artist and designer's point of view. But due to the introductory nature of the course, and the limited time we have for presentations, we won't be able to discuss many topics in depth. That's where the notes come in - they go into more detail than we could hope to provide in a single day.

All of the lecturers are teaching and working professionals which makes this presentation quite unique. I hope you enjoy the work of these talented professionals, and that the information contained in these notes and in the course presentation enhances your appreciation of the art form and your ability to use it.