Computer Arts Lab Residency

Artist Wendy Meyer

1999 Ubertalli award winner Wendy Meyer is an artist, graphic designer, educator, writer and entrepreneur who has exhibited locally, nationally and internationally. Her work has been featured in Hong Kong's *IDN* magazine, *Step-by-Step Electronic Design*, and the books: *Painter 5 Complete* and *Painter, Photoshop and Illustrator: Side-by-Side*. In 1999, she co-produced *Postcards on the Edge*, a multi-faceted, multimedia exhibition. In 1993, she co-produced *Design Electronica*, a large-scale digital art exhibition in South Florida at the Museum of Discovery and Science. As a Project LEAP artist for five years, Wendy used art to teach core curriculum to South Florida school children. She also taught computer graphics at Palm Beach Community College and the Palm Beach Photographic Center, as well as a painting and computer art program for teens and adults with developmental disabilities. She is the recipient of a 1998 Encore Award and her graphic design has appeared in the *HOW* and *PRINT* annuals. Her design studio, In You Wendo Design, has won over 150 ADDY awards, including several Best of Show Awards. Self taught as an artist, she received a BA degree in Psychology and Sociology from Emory University in 1984. Her work can be seen online at www.inyouwendo.com.

Curriculum Connections

FUNDAMENTAL: Art, Math, Technology, Language Arts
This residency be tailored to address Geography, History, Biology, Ecology, Multiculturalism,
Current Affairs or any other specific curriculum goals.

MULTIPLE INTELLIGENCE: Intrapersonal • Spatial • Linguistic • Logical

Program Summary

A variety of digital art tools and techniques will be demonstrated and explored by the students including painting on the computer, digital photography, digital imaging fundamentals, digital collage, digital mixed media and basic typography/type manipulation. Specific activities can be custom designed to correlate with curriculum goals in a wide variety of subjects. The artist will demonstrate concepts and techniques, then assist the students in executing and exploring these techniques on their own. The class can be structured for students to work in teams if need be.

Program Objectives

Students will explore new ways to use the computer and the internet as creative learning tools, as well as a boundless resource for self expression. Students and/or teachers who are overwhelmed by technology will come to understand and embrace it, students and/or teachers who are already comfortable with technology will learn to push their skills to a new level. Each residency will be custom-designed to address the technological knowledge and skill level of the class.

Vocabulary Words

pixel - the individual dots used to display a picture on the computer screen

resolution - the fineness of detail of a digitized image as measured in pixels per inch, dots per inch or lines per inch

feather - to fade the edge of an image by a designated number of pixels

copyright - the sole legal right to print, publish or perform a literary or artistic work

fair use - copyrighted materials may be used for educational purposes if they are not being used for profit,
only a portion of the work is used and the usage is properly credited, and if the use of the
work will not impact the market for or value of the work being copied in any way

Overview of Art Form

Digital art is one of the newer art forms practiced today and its possibilities are endless. Digital painting
and printmaking tools are now sophisticated enough to be virtually indistinguishable in the final form from traditional
art media, yet their accessibility and ease of use can be less prohibitive than traditional media. The use of a computer
and scanner and/or digital camera allows one to easily create realities that do not exist by combining, altering and
manipulating things that do. This can be a wonderful teaching tool for bringing to life things from the past or for
creating and imagining scenarios for the future. The huge information base available on the internet provides an
endless resource library for students to draw from. The internet may also be used as a communication channel, allowing
students to directly communicate and/or collaborate with others who would ordinarily be out of their reach.

Pre- and Post- Residency Activities

PRE: Artist and teacher will meet to discuss specific curriculum objectives the teacher wishes to address during
the residency and develop ideas as to how to incorporate them into the residency. We will also evaluate available
equipment, software and supplies at this time, to determine what we can do with what we have and what we
might need. Artist will then draft a session-by-session outline detailing specific pre- and post-session classroom
and/or homework activities for each session and a complete supply list and budget for the residency.
Students should have a basic familiarity with the computers prior to beginning the residency.

POST: Specific post-residency activities may be included in our final lesson plans. Teachers will receive handouts
with grade appropriate project ideas for using digital art tools and techniques to help teach core curriculum.
Contacts for internet classroom connections and interactive internet projects will also be distributed.

Resources

FUNDAMENTAL: *Writing and Desktop Publishing on the Computer, Internet for Kids, Multimedia Projects, Integrating
Technology into the Curriculum,* etc. Teacher created materials by Techknowledgy, P.O. Box 1040 Huntington Beach, CA
92647. This company publishes a vast series of teacher workbooks with detailed lesson plans for integrating computer
art and desktop publishing activities with core curriculum. They have workbooks available for all grade and skill levels.

ADVANCED: *Photoshop for the Macintosh Visual Quickstart Guide,* Elaine Weinmann and Peter Lourekas, Peachpit Press.
Painter 5 Complete, Karen Sperling and Winston Steward, MIS Press.
The Painter WOW! Book, Cher Threinen-Pendarvis and Jim Benson, Peachpit Press.