INTRODUCTION TO COMPUTER ART WORKSHOP

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
MULTIPLE INTELLIGENCE: Spatial • Logical

Program Summary

In this workshop, a variety of digital art tools and techniques will be presented including painting on the computer, digital photography, digital imaging fundamentals, digital collage, digital mixed media and type manipulation. Students and teachers will observe an overview demonstration, followed by an interactive Q & A demonstration.

Program Objectives

Students will be shown new ways to use the computer as a creative learning tool, as well as a boundless resource for self-expression. Students and teachers will gain a comprehensive overview of the creative capabilities of technology and some specific ideas for incorporating these into classroom and homework activities. This program is ideal for classes that may be considering adding or upgrading their computer capabilities.

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
digitizing tablet - a device consisting of a digital pen and tablet that captures and feeds freeform movement such as brushstrokes and freehand drawing into the computer
font - a set of printing type of one style
copyright - the sole legal right to print, publish or perform a literary or artistic work

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 need to discuss and plan in advance for the availability of Macintosh compatible computer projection equipment. Artist will require a minimum of 1/2 hour prior to workshop to set up and test equipment. Students should be prepared to observe quietly and save their questions and commentary for the Q & A portion of the workshop.

POST: 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.