NM Computer Science Professional Development Week!

Art with Computer Science

5 Day Workshop, June 3-7, 2019
UNM Campus, Albuquerque

Instructor:
Amy Traylor
Experimental Art & Technology
graduate student, UNM
amytraylor.com

MA, Art Education
NM Level 3 teacher in
art and technology

Over 6 years experience
teaching computer programming
for artists at both
the high school
and college levels

Learn to make computer generated art with Processing.

Processing is a free programming tool for graphic arts, to bring computer science into the art class. In this course we will cover the basics of the Processing computer programming language. This course is designed for beginners who want to apply computer science principles for aesthetic expressive purposes.

An early introduction to cs principles prepares students for the increasingly interdisciplinary demands of careers in the art world.

The algorithmic concepts found in computer science have become increasingly important in the fine art world in the last 60 years. A recent exhibit at the Whitney Art Museum highlights these concepts: https://whitney.org/exhibitions/programmed

For more information on course content, please email Amy at trayloramy@unm.edu
To register please contact Paige Prescott at info@computersciencealliance.org,
or visit nmcspdweek.com

Travel scholarships available