

RISD Art &
Computation

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ANTHROPIC

Who We Are

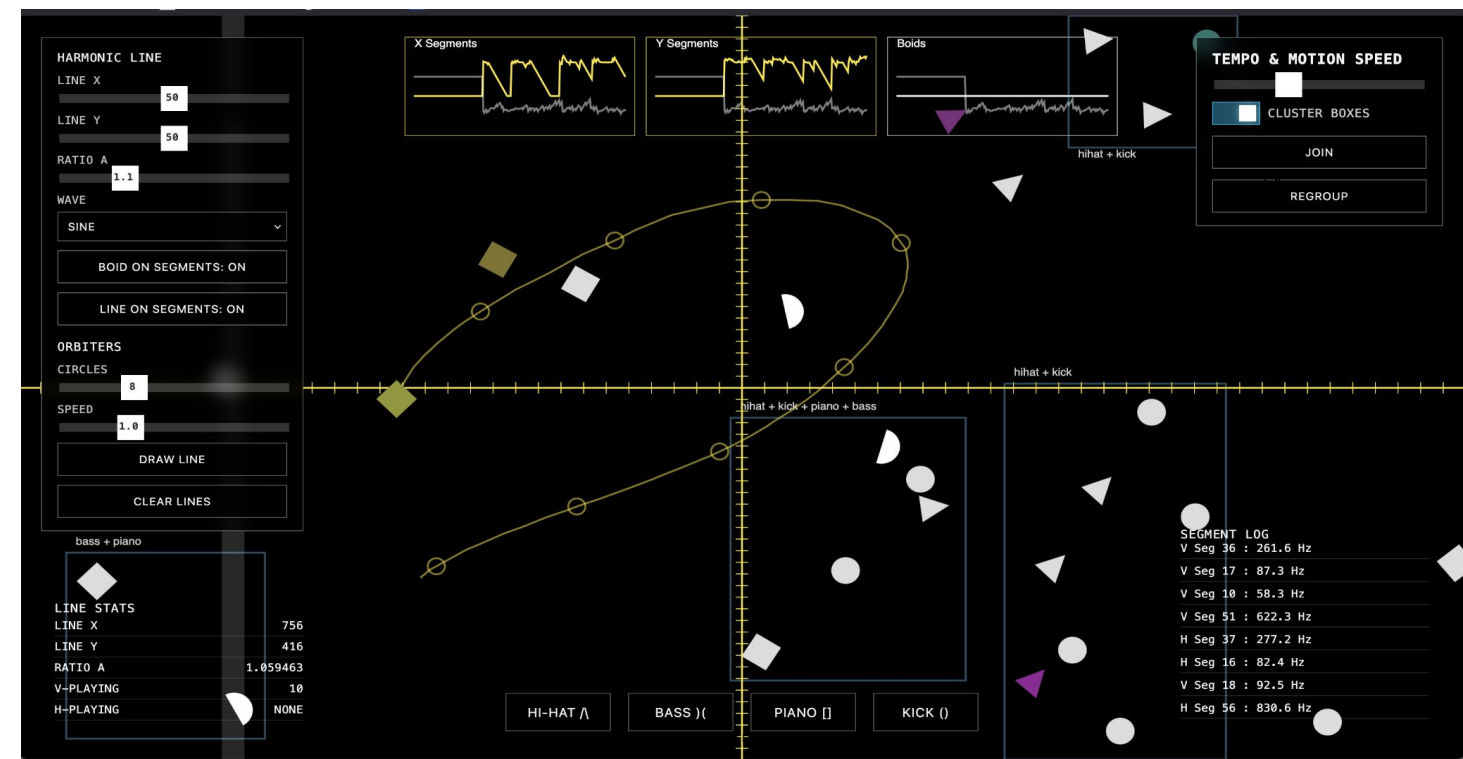
Part of RISD's first new department in 30 years.
We teach computational arts the RISD way: our
students are software and tool makers, not
users.

CORE FOCUS

Computation as Material
Toolbuilding
Materiality, Experimentation, Critique

Student Work

Websites
Games
Robots
Data Visualizations
3D worlds
Sculptures
Digital tools



We're interdisciplinary

25 students in the major building tools from scratch — vibe coding, creative software, custom instruments.

150+ students in the minor integrating computation into their existing practice — architects, industrial designers, graphic designers, filmmakers, painters, sculptors, ceramicists, illustrators, and more.

Every student at RISD can take classes with us.

Why now

We're building this program right now — our first class of 25 sophomores started this year. The curriculum, the studios, the sponsorships are all being shaped in real time.

A sponsor who joins now doesn't sponsor a finished program. They help build it.

We're already in the world

Our faculty practice is active. Rhizome, New Inc, tldraw, OpenAI, Google Arts & Culture — our faculty aren't just teaching computation, they're working in it.

Our alumni are already where you are. Pixar, Ford, Disney Imagineering, Squarespace — and they want to come back and help build this.

The Computation Lab

In the 1950s, RISD drawing professor Edna Lawrence started bringing shells and feathers into her classroom. Students could touch them, take them home, draw from life. Over decades, this grew into RISD's Nature Lab — a hands-on museum of natural history, open to every student.

Our dream is the computational equivalent: a space where students work with historical and emerging forms of computation — old languages, machine learning, custom hardware, generative systems — a living laboratory for computational culture.

Quick Wins

Software licenses-30 seats for students and faculty. Our students are already using your tools, let's make it official.

Guest critics and speakers-Send an engineer or creative technologist for a studio visit or critique.

Beta access-Let our students stress-test new tools. They'll break them in ways your QA team won't think of, and they'll make beautiful things in the process.

Amplify student work-Feature our students on your channels, blogs, and social media. Give emerging artists exposure to your audience, and show the world what's possible with your tools.

Giving Opportunities

\$10k	Computers, software, equipment
\$25k/yr	Visiting artists and guest speakers
\$150k	Makerspace, Digital Fab Lab
\$250k	Tech hub and student lounge
\$500k endowment	Tech hub and student lounge
\$500k endowment	Internship Program (3–5 students/year)
\$1M	Post-Graduate Fellowship
\$2M	Hub : Classrooms, fabrication, offices
\$5M – \$10M	Endowed Faculty Positions (1–3)
\$10M+	Computation Lab: Exhibition & Workspace

What will these young artists make?

Let's find out together.

