

University of London International Programmes
CO3343 Computing art and image effects
Coursework assignments 2015–2016

Coursework assignment 1

Introduction

Richard Serra is a notable contemporary artist and among the pioneers of the process art movement. His sculpture works, often being site-specific, large-scale and using unconventional materials, demonstrate an interest in the engagement of the viewer with the sculpture and the site.

Familiarise yourself with Serra's work through your research, using [1], [2] and [3] as starting points. Read the subject guide up to the end of Chapter 3, carrying out the related reading and attempting the associated exercises.

Part A. (30 per cent) (guideline 600 words, plus illustrations)

Choose two or three sculptures by Serra characterised by their large size and describe them, using appropriate illustrations (including references). Compare and contrast what has been written about the perceptual and emotional effects Serra achieves with these works, and how these effects are obtained, ensuring that you cite your sources correctly in-text and give full details in your reference list. Based on your research, give your own analysis and views on the visual and emotive effectiveness of Serra's work.

Part B. (10 per cent) (guideline 250 words, plus illustrations)

Explain to which degree artworks like the ones you described in Part A can be virtually constructed using the software provided with the subject guide. How can such software facilitate the construction using techniques such as faceted models? Which limitations do you identify?

Part C. (20 per cent) (guideline 400 words, plus illustrations)

Make a hand-drawn sketch of a scene, with an object or small group of objects with some artistic attributes, of a form that might be realisable with computer graphics through some of the modelling techniques considered in the subject guide. Sketch your scene in a way that roughly indicates the scale of the objects by including elements of recognisable size. Provide a description of the artistic effects that you intend to achieve, explaining the choices in terms of colour, size and structure. You may include more than one viewpoint if appropriate. Note that while proficiency in drawing is not a primary determinant for assessment, your sketch(es) should clearly show your intention.

Part D. (40 per cent) (guideline 500 words – not including code listings – with illustrations)

Implement a faceted representation of the scene you described in Part C using *Processing*. Demonstrate the scene from several viewpoints. Make your software interactive, to include mouse controlled navigation for the scene viewpoint.

Provide a concise description of your modelling approach. Analyse how well the displayed virtual sculpture meets your artistic intentions and suggest what additional computer graphics facilities might enable improvements.

In your submission, provide a listing of any code you develop, with your own contributions highlighted and an attribution for the remaining code (such as code taken from the subject guide).

Submission

Submit a single .zip file which contains:

- your coursework as a single .pdf. This should include listings of the software you have developed, with your own contributions highlighted and an attribution for the remaining code (such as code taken from the subject guide or external sources).
- all source code files that you have developed for this coursework assignment, with instructions (as comments in the source files, or as a separate readme file) on how to run them.

When naming your zip file ensure that you include your full name, student number, course code and coursework assignment number

e.g. FamilyName_SRN_COxxxxcw#.pdf (e.g. Zuckerberg_920000000_CO3343cw1.pdf)

- **FamilyName** is your family name (also known as last name or surname) as it appears in your student record (check your student portal)
- **SRN** is your Student Reference Number, for example 920000000
- **COXXXX** is the course number, for example CO1108, and
- **cw#** is either cw1 (coursework 1) or cw2 (coursework 2).

References

- [1] http://www.artspace.com/magazine/art_101/art_market/process_art-51778
- [2] https://en.wikipedia.org/wiki/Richard_Serra
- [3] <https://www.artsy.net/artist/richard-serra?medium=sculpture>

[Total 100 per cent]

[END OF COURSEWORK ASSIGNMENT 1]