

CO3343 Computing art and image effects

Coursework assignments 2013–2014

Coursework assignment 1

Introduction

Sol LeWitt is considered one of the most influential artists of the movement of conceptual art. Much of his art was based on a vocabulary of very few basic shapes (such as spheres, triangles, cubes), colours (red, yellow, blue, black) and types of lines. LeWitt explored repetition and variations from these basic forms, organised by guidelines of personally devised grammars.

Donald Judd was a significant artist of the post-war period and one of the key exponents of minimalism. His work demonstrates a strong interest in colour, form and space. Judd created a formal visual vocabulary that sought clear and definite objects (such as 'stacks', 'boxes' and 'progressions') as its primary mode of articulation. His most characteristic works were freestanding structures with simple and mostly repetitive forms that explore the use of space.

Assignment

A. (25%) (Guideline: 600 words, plus illustrations)

Select two or three sculptures by LeWitt and/or Judd that are based on repetitive spatial structures. Describe them and explain how they reflect the theoretical approach of the artist(s) at the time. Find and compare the views of different sources regarding the artistic merit and effects of the chosen artworks. Finally, based on your research, present and justify your own view on this.

Make sure that you cite your sources (both for text and illustrations) correctly in-text and give full details in your reference list.

A starting point for LeWitt can be found in [1] and some representative sculptures in [2]. For Judd, similar references can be found in [3] and **Error! Reference source not found.** respectively.

B. (10%) (Guideline: 250 words, plus illustrations)

Define your own vocabulary of basic shapes that can form the basis of a virtual sculpture constructed using the software provided with the subject guide. Provide simple, hand-drawn sketches and briefly describe how Processing can facilitate the construction of virtual sculptures with characteristics similar to those chosen in Part A.

C. (20%) (Guideline: 400 words, plus illustrations)

Make a hand-drawn sketch of a scene constructed using the shapes of the vocabulary defined in Part B. 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 vocabulary, structure and colour. 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.

D. (45%) (Guideline: 500 words – not including code listings – plus illustrations)

Using Processing, implement a faceted representation of the scene you described in Part C. Demonstrate the scene from several viewpoints. Make your software interactive, including 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 your coursework as a .pdf file and include listings of the software you write. You should also upload all source code files that you have developed for this coursework, with instructions (as comments in the source files, or as a separate readme file) on how to compile them.

References

- [1] http://en.wikipedia.org/wiki/Sol_LeWitt
- [2] <http://www.pacegallery.com/artists/261/sol-lewitt>
- [3] http://en.wikipedia.org/wiki/Donald_Judd
- [4] http://www.saatchigallery.com/aip/Donald_Judd.htm