Final Project - due Wed, Dec. 13 by 4pm – NO LATE WORK!

Basic Description:

Drawing the "Old Masters" is a time-honored way of learning fundamental techniques in the art community. While the faithful reproduction has fallen out of favor as a teaching technique, a close study of a work of art promotes a new way of seeing and understanding the work. In your final project, you will be working to create a work of art based on a work of art in the Cornell Fine Arts Museum's collection using computational techniques we have studied this semester and/or new techniques of your own devising.

Part 1: Computational Art Work

Complete a computational work that is inspired by a work of art found here at Rollins. To be clear, you are not trying to copy the work of art (there are copyright issues involved here). Rather, you are looking to a particular work of art as inspiration. You should try to capture aspects of the work of art computationally and recreate the effect, mood, colors, etc of the original work. In many cases, this may mean incorporating your own photographs into your project. All images you use should be in the public domain or utilize a licensing scheme under which you qualify (e.g. Creative Commons licensing for non-commercial uses with/without attribution).

We've taken a tour of only a small piece of CFAM's collections. Take some time to investigate other artworks and choose something which "speaks" to you for some reason. The original piece of art you select does not need to be a photograph or photographic in nature. You can select any work: paintings, sketches, sculptures, mixed media, and yes, even photographs. Below are some ways to investigate other works which are held by CFAM.

- Visit in person. There is a wonderful exhibit, "*Time as Landscape: Inquiries of Art and Science*," currently at CFAM through Dec. 31. The Alfond Inn also houses many pieces which our tour did not cover. There are many pieces on the residential hotel floors as well.
- I have several books in my office, Art for Rollins (Vols. 1 and 2), which provide longer commentaries and background information on the contemporary art collection which you are welcome to stop by and browse.
- CFAM has images of most of their work (organized by collection) online. Go to http://www.rollins.edu/cornell-fine-arts-museum/ On the left hand sidebar, click on Collection. Scroll down and you will see the different collections, Contemporary Art, European Art, etc. Click on the collection of your choice, scroll down and you will see more sub-categories. You will eventually get to images and descriptions of the artist and work.

Part 2: Writeup

For the final project, you must produce a detailed report covering multiple aspects of your project. It is expected that this report will be around 2000-2500 words and will include multiple diagrams and images.

- Begin with a discussion of the original artwork you selected. Why did you select it? What aspects of it captured your interest? What is the background of both the work and the artist? What process did the artist use to create the work. Be sure to include an image of the art work(s).
- Discuss the particular aspects of the artwork which you are trying to capture.
- Discuss the computational process and techniques you used. Why did you choose these techniques? What were your successes and failures using this technique? What sorts of "fine-tuning" did you need to do to achieve the effect you were looking for? Flowcharts and images showing unsuccessful effects may be useful here to help illustrate your process. You should also include an overview (bullets points, diagrams, flow charts, etc. are all acceptable) of your (eventually) final process.
- Show the effects of your code on an image of your choosing. This should be the "star" of your project, the best image you could achieve. Discuss why this image is similar to your originally chosen art work and the effects you were trying to achieve.
- Show how you algorithm does (or does not) work with other images. These other images may be of the same type (eg. "portraits" or "landscapes") or not. If your algorithm does not work with other images, discuss why not. Given more time, do you think you could make it work with other images? Are there any other changes you would make to your project (again, if given more time)? http://www.rollins.edu/cornell-fine-arts-museum/
- Conclude with a short reflection. How did this assignment (or more generally, this class) change your view of programming or computer science?

Submission and Deliverables:

Please turn in the following files to BB:

- A zipped folder containing all code and images necessary to demonstrate your code. If you are using a library of images, it is acceptable to include a URL to the library of images and additional instructions of how to incorporate them into the zipped folder to make the program run. Make sure your code includes your collaboration statement and sources any images used. Be sure all your code is documented and follows style guidelines.
- The write-up as discussed above. As always, your work is expected to be grammatically correct and free of major errors. Embed all images into your document so I do not have to open additional images/files to understand your project.
- A blog-post on the class WordPress site, similar to previous projects. This is mainly so that everyone can see the final projects. Be sure to include a link to the original artwork you were

trying to mimic.

Grading Rubric:

I. part 1: 60%
II. part 2: 35%
III. blog-post – 5%