

Maude Kerns Art Center

1910 East 15th Avenue
Eugene, Oregon 97403

NON-PROFIT
ORGANIZATION
U.S. POSTAGE
PAID
PERMIT NO. 93
EUGENE, OREGON

SPRING CLASSES AND WORKSHOPS March 31 - June 7, 1986



COMING THIS SPRING

April 1 - 25

Exhibit—Featuring work by
Ken Paul, Dietrich Dasen-
brock, Peg Sjogren and
Kate & Richard Wilhelm
Opening Reception:
April 4, 7-9pm

May 2 - June 6

Exhibit—Featuring work by
photographers from the
Blue Sky Gallery in
Portland
Opening Reception:
May 2, 7-9pm

Art & Design

Computer Courses

• **Introduction to Graphics Software Tools (Apple IIe).** (TLN 3922). AAA 199. 03 credits. A hands-on introduction to computer graphics, stressing basic design principles. We will be using slides, videotapes, photos and printouts, in addition to viewing the actual work on the computer screen. Students will use graphic tablets, Koalapads, joy sticks, light pens and a digitizing camera, and will learn how to write simple BASIC programs to generate color and animated images. Tuesday & Thursday, 09:30 - 11:20. 124 Condon School. Pat Craig.

• **Workshop: Computers in the Arts.** (TLN 7170). ARTV 408G. 02 - 04 credits. This class will explore high resolution color computer graphics using the Vectrix computer. Includes both technical and aesthetic aspects of the medium. Concepts of computer animation will also be introduced. Prerequisite: One year of Pascal or BASIC and Instructor's consent. Monday & Wednesday, 09:30 - 11:50. 125 Condon School. Craig Hickman.

• **Programming for Artists (Macintosh).** (TLN 7171). ARTV 408G. 02 - 04 credits. The goal of the course will be the development of arts-related software, either specifically for image-making and animation or software to help the traditional arts do more efficiently what they already do. Includes discussion of effective user/computer interfaces, analysis of software, and exercises to help students become familiar with the Macintosh's programming languages and toolbox routines. Prerequisite: One year of Pascal, C or BASIC, or the equivalent. Monday, 18:30 - 21:20. 210 Lawrence. Craig Hickman.

• **Communication Graphics (Macintosh).** (TLN 7256). ARTV 408G. 03 credits. Communication Graphics will introduce students to the basics of conceptualizing and designing effective communication graphics on the computer. Intended for those who have little or no background in graphic design. Also provides experienced graphic designers with information pertaining to current and future trends in computer graphics. Tuesday, 9:30 - 10:50 138 Gilbert Hall, Thursday, 215 Allen Hall, 09:30 - 10:50. Sign up for lab time at Microlab table. Craig Hickman.

• **Survey of Art and Design Software.** (TLN 7322). ArE 410G. 03 credits. This course is designed for public school teachers and education majors who want to find out what kind of computer graphics software is commercially available. Students will learn how to use their art education knowledge to select software best suited to their needs. Tuesday and Thursday, 16:30 - 17:50. 124 Condon School. Linda Ettinger.

• **Design for Computers.** (TLN 7446). ARTV 410. 02-04 credits. Introduces students to the Vectrix graphics computer. With high resolution and 16 million colors available, the Vectrix allows sophisticated imagemaking and is easy to use. Students will learn how to make two- and three-dimensional images, manipulate colors and create interactive programs. Some animation techniques may also be introduced. Knowledge of Pascal or instructor's consent required. Tuesday & Thursday, 13:30 - 15:20. 124 Condon School. Hillary Kapan.

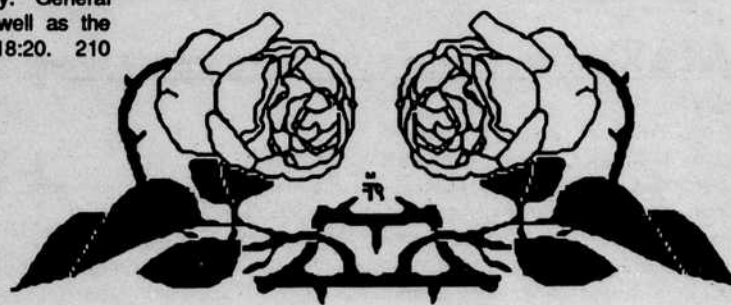
• **Introduction to Computers for Artists (Macintosh).** (TLN 4293). ARTV 410. 03 credits. This beginning level course will introduce students to the use of the Macintosh computer as a drawing and writing tool. This course is a non-technical introduction to computers; no previous computer experience is necessary to fully participate in and enjoy it. Tuesday & Thursday, 8:30 - 11:20. 210 Lawrence. Richard Wanderman.

• **Advanced Macintosh Graphics.** (TLN 7322). ARTV 410G. 03 credits. Advanced work with Macintosh graphics applications, including technical drawing, electronic page makeup, animation, and digital photography. General familiarity with the Macintosh is required as well as the instructor's consent. Thursday, 15:30 - 18:20. 210 Lawrence. Richard Wanderman.

• **Introduction to Computers in Art and Design (Macintosh).** This course is a general introduction to the Macintosh as a tool for artists and designers. Possible projects include graphic illustration, logos, letterheads, business cards and resumes. No previous computer experience required. Wednesday, 4/9/86 - 5/28/86, 18:30 - 21:20. 210 Lawrence. Non-credit: \$148. Credit: \$175. (TLN 8342). David K. Brunn.

• **Electronic Layout and Design on the Macintosh.** This course features popular Aldus *PageMaker*, *ReadySetGo*, *MacPublisher* and *MacDraw*. Students will learn newsletter design, advertising layout, thumbnailing and cutting and pasting graphics and text in the Macintosh environment. This class offers printing on the LaserWriter printer and digitizing in the best equipped lab in the Northwest. Wednesday, 4/9/86 - 5/28/86, 18:30 - 21:20. 210 Lawrence. Non-credit only: \$148. (S07). David K. Brunn.

• **Mousing Around (Macintosh).** In this class children use computers, art materials and their own ideas to create personalized projects. Each session begins with a brief presentation of materials and computer concepts ranging from computer use and digitizing to cartooning and paperfolding. During the rest of each session, children use their computer printouts along with art materials to work on individual projects. Two sessions beginning Friday, 4/18/86 to 5/9/86 and 5/16/86 to 6/6/86. 15:30 - 17:20. 210 Lawrence. Bobbie Littman.



University of Oregon Continuation Center
For more information, or to register, call 686-3536.