DM3008
Generative Art

Eligibility: ADM & NTU

TBC – New Part-Time Faculty)
G01 (63054): Mondays, 1630 - 1920 at ART-02-17

Homodyne APBU–Ars Electronica Linz Austria

Learning Objective

This course will introduce you to the realm of generative art, focusing on designing and exploring interactions between predefined systems and unpredictable factors. You will learn artistic concepts, techniques, and tools to create digital or analogue generative works, laying a foundation for further studies and extending your expressive potential through complex generative projects in media art and design.

Content

You will gain an understanding of generativity as a cognitive toolset and a medium-independent creative framework, crucial for contemporary media art and design. The course covers different aspects of generativity, enabling you to develop strategies and techniques for creating your own generative artworks. You will learn about software tools and hardware devices for generative experimentation, sketching, and project development, and be inspired by a spectrum of generative art practices and aesthetics, from minimalism to creative AI and machine learning.

To find out more, please contact: ADM_Undergrad@ntu.edu.sg