Aims of the Australian Network for Art &Technology

To develop the arts, and in particular the area of interaction between the arts, sciences and technology

..to establish a program that will collate, research and disseminate information about artists and new technologies

...to foster the improved capabilities of artists to use new technologies

... to foster and create an environment of critical denbate within the field of art, science and technology

National Summer School in Computer Aided Art Design & Manufacture

10 January 1994 to 28 January 1994

Curtin University,

The Fifth National Summer School in Computer Aided Art, Design and Manufacture (CAADM) for artists craftsworkers and designers will be held at the Curtin Unversity in Perth Western Australia. The School will facilitate the acquisition of computer based skills by artists. The School is unique in that it provides the only such intensive training program in Australia devised specifically for artists, with no previous experience necessary. The School will be held during January/February 1994.

Background and rationale

Since its inception in 1985, one of ANAT's imperatives has been the facilitation of projects which expose artists to new technologies and afford them access to skilling in this area. A very real problem for artists wishing to utilize new technologies in creative production has been the lack of opportunities for artists to acquire both knowledge of and skills in high technology, placing limitations on the professional development of these artists.

ANAT attempted to address this problem by initiating in 1989 a training program which has subsequently become a high priority in ANAT's yearly program, expanding and modifying each year in response to technological developments and students needs. Due to the success of the program, and also the continuing lack of training opportunities for artists, the first of ANAT's state-based Winter Schools was introduced in July, 1991.

Underpinning ANAT's interest in this area is the belief that the larger community will benefit through artists' usage and development of high technology. Education is seen as the fundamental key to developing and encouraging an awareness of innovation, and consequently an economy which makes use of the skills and creative wealth embodied by the nation's artists.

ANAT intends to hold the Fifth National Summer School in CAADM commencing early January of 1994, and running for a period of three weeks. It will again provide the unique learning environment which has become synonymous with the Summer Schools. A strong interdisciplinary emphasis will be apparent through the tutorial, focussing on skills and concepts which can be readily transferred to a range of practises and systems following the school.

ANAT maintains contact with all former participants in order to monitor benefits of the Summer School to them and the wider community. Significantly, all previous participating artists have stated that the Summer Schools have informed their artistic practice. Participation in the Summer Schools and the acquisition of skills and knowledge has in many cases empowered them in such a way as to have increased their ability to affect the economic mainstream, as artists.

Many of the participants have described the knowledge, techniques, skills and networks developed through their participation as invaluable.

Aims and Benefit of Project:

•to assist the professional development of Australian artists through the acquisition and development of new technology-based skills

• to facilitate 'technology transfer', enabling participants to impart acquired knowledge to other parties

•to promote ANAT's primary aim - "interaction between the arts, sciences and technology"

•to introduce artists to a range of practical and theoretical issues associated with the use of new technology

•to inform and influence participant's art practice in order to create a body of 'new' artworks

•to exhibit the results of this and other ANAT-initiated programs in exhibitions and conferences nationally and internationally

•to present a successful model for future educational and skilling programs for artists in the area of new technology

Facilities

¯ach student will have their own computer work station. To complement the core skills-based program, a number of satellite events will introduce participants to other new technologies and future-oriented issues through hands-on workshops and demonstrations, and a visit to the 2nd International Interactive Multi -media Symposium being held in Perth, January 23 to 28.

In addition to the technological experts from Curtin, there will be technologically literate artists and designers teaching the students, as they are familiar with the conceptual problems faced by artists first coming face to screen with what are often percieved as dehumanising machines. ANAT will seek to employ a Perth based, artist and an artist from Victoria and one from Adelaide as tutors.

There will be a variety of equipment for participants to access. Equipment is still being assessed and confirmed, but we will be providing a range of hardware and software including high end 3D solids modelling and rendering program Wavefront running on Silicon Graphics workstations, the Macintosh computers running image manipulation program Photoshop, and authoring and animation program Macro Mind Director, and the video package Adobe Premiere The Amigas will runpaint and animation programs. These programmes can be interfaced with video equipment, scanners, video frame grabbers, slide output devices, and colour printers.

The facilities at Curtin are among the most sophisticated currently available in Australia. Curtin University is developing a reputation as an institution welcoming of innovation and are exited about the prospect of working with artists via theSummerSchool.

Participants will be provided with 24 hour/7 days a week access to the computer facilities.

Timetable

Week 1

An introductory program focussing on an examination of the concepts underlying the creation of data. 'Hands-on' tutorials on 3D modelling systems will be an integral feature of the first week. Technical experts from Curtin will be providing technical expertise during this week. There will also be guest tutors presenting demonstrations, seminars and intensive workshops. These individuals are artists who have expertise in animation, design, and imaging on a variety of systems. Students will have the opportunity of exploring a number of different hardware and software packages in order to determine which area they would like to focus on.

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Week 2

A period enabling participants to become more conversant with specific systems, and other interactive technologies for output of the computer generated works. Specialist seminars looking at issues relating to artists' use of new technologies and techniques. Participants begin to work on their own projects.

Week 3

Consolidation of skills and individual projects developed in the preceding two weeks. We have discovered that the students prefer satellite events to take place in the initial week or two, in order that they can spend as much productive time on the systems as possible in the final week when they are conversant with the technology. Production of manufactured works, videoing of works-in-progress. Presentation of findings and projects to an invited audience and the general public during an Open Day.

Participants

Previous experience has indicated that computer-based learning of this nature is most effective when class sizes are small, and so a maximum of 15 places will be available. The rationale for this size of class is also in order to effect gender, state and NESB balance. Artists need not have had any previous computer experience.