

COURSE DETAIL

VIRTUAL OBJECTS 2D

Country

Australia

Host Institution

University of Sydney

Program(s)

University of Sydney

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Art Studio

UCEAP Course Number

106

UCEAP Course Suffix**UCEAP Official Title**

VIRTUAL OBJECTS 2D

UCEAP Transcript Title

VISUAL OBJECTS 2D

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

This course provides a studio based approach to translating design drawings from analogue and digital sources into componentry through industrialized machine processes found in the technology of laser cutting, vinyl cutting, plasma cutting, etc. These digitally mediated processes open up possibilities for reproducing or translating graphic ideas and drawings in a variety of different ways and would be applicable to all artists interested in working with the digital and the new forms of modular fabrication technology.

Students work through the processes necessary for making graphic artwork ready to work with these technologies that allow for mechanical reproduction of, for example, a large quantity of smaller elements that make up a large scale work, the cutting of intricate patterns, working with materials that are difficult to cut, or using the process to distort shape or manipulate the scale of the final work. Focus is on translating digital drawing into materials. The software is a combination of commercial and open source software and we outsource the actual cutting process and working with the relevant companies that provide this service.

Language(s) of Instruction

English

Host Institution Course Number

CAEL2083

Host Institution Course Title

VIRTUAL OBJECTS 2D

Host Institution Campus

sydney

Host Institution Faculty

Host Institution Degree

Host Institution Department

Arts

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