

## 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 Course Details

## Host Institution Campus

sydney

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Arts

## Course Last Reviewed

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