# **COURSE DETAIL**

## **GENERATIVE ART**

## **Country**

Singapore

#### **Host Institution**

Nanyang Technological University

## Program(s)

Nanyang Technological University

#### **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

Art Studio

### **UCEAP Course Number**

112

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

**GENERATIVE ART** 

## **UCEAP Transcript Title**

**GENERATIVE ART** 

## **UCEAP Quarter Units**

4.50

#### **UCEAP Semester Units**

3.00

#### **Course Description**

This third-year course introduces generative art, emphasizing the interplay between predefined systems and the unpredictable nature of procedural algorithms. Students learn about artistic concepts, techniques, and tools that can be applied to creating both digital and analog generative artworks. Students explore generativity as a crucial creative framework for contemporary media by examining generative artwork across various disciplines. The course covers key strategies and techniques, offering handson experience with software and hardware tools for generative experimentation. Additionally, students gain insight into the processes and project development involved in creating generative art.

## Language(s) of Instruction

English

### **Host Institution Course Number**

DM3008

#### **Host Institution Course Title**

**GENERATIVE ART** 

### **Host Institution Course Details**

https://www.ntu.edu.sg/adm/programmes/undergraduate-programmes/bachelor-of-fine...

#### **Host Institution Campus**

## **Host Institution Faculty**

School of Art, Design, and Media

## **Host Institution Degree**

# **Host Institution Department**

Interaction Design

#### **Course Last Reviewed**

2025-2026