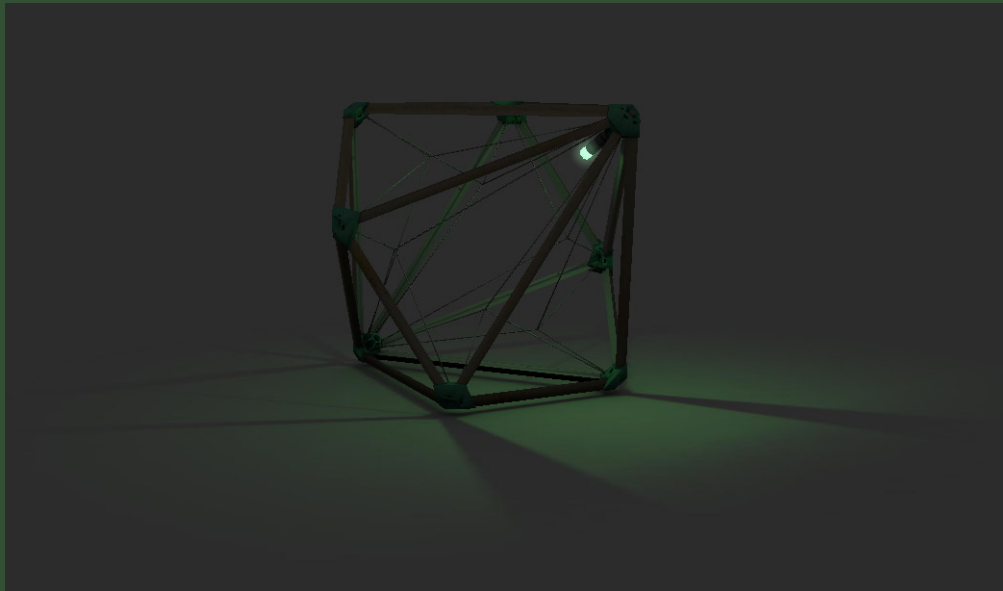


AD 61600 Interactive Light



Olafur Eliasson, *Green Light - an artistic workshop*, Vienna, AT, 2016.

AD 61600 Interactive Light (CRN: 12448)

Spring 2017, T 7:00-9:50pm, FPRD204
instructor: Prof. Fabian Winkler (fwinkler@purdue.edu)

We still do not know what exactly light is. It appears immaterial to the human eye, yet it renders our world visible. *Interactive Light* is a course that investigates light's highly ambiguous nature at the intersection of culture and technology. This class promotes the mix of practices across different disciplines toward the use of light as "inter-medium."

The course consists of a mix of hands-on technical workshops using Arduino for interactive light control (no prior experience required), discussion of relevant artwork and theory as well as the production and critique of student works. While project assignments in the beginning of the course are more structured and focused on the creative and critical engagement of technology, they will become more tailored to individual students' research interest in the second half of the semester and could result in artifacts ranging from interactive installations, responsive design objects, light performances to hypertexts or research papers to name just a few possibilities.

Since this course usually draws a mix of students from a variety of art, design, humanities, technology, engineering and science fields across the university, there are also opportunities for interdisciplinary collaborations.

ACT
Art, Culture & Technology
Integrated Studio Arts
Department of Art & Design

For more information go to: <http://www.cla.purdue.edu/vpa/etb/>