THE COLLISION OF ART & TECHNOLOGY

// Saturday, March 11 – Tuesday, March 14, 2017 //

An exhibition of STEAM works from the Texas A&M College of Architecture Department of Visualization

After experiencing the innovative interplay between technology and deeply resonant art, Department of Visualization SXSW activation guests are sure to associate Texas A&M with thought-provoking innovation. Riding the vanguard of a modern renaissance in high-tech imaging, information and media systems, the department brings together artists, scientists, designers and engineers who collaboratively create new knowledge and transformative educational experiences like those featured here:

Visualization Screen Reel — Student-produced time-based work in computer graphics and digital filmmaking.

Serious Gaming — Live, playable educational games developed by student-faculty teams to facilitate learning in art history and calculus.

Multi-Media Interactive — Viewer driven art, integrating sound, image and action.

Interactive Projection — Projection mapping on a 3-D manufactured surface that responds to the viewers' presence.

Computer Informed Reality — A visual narrative exploring the computer-human future though 2- and 3-D representations.

Printed Forms — Computer created and sculpted mathematical models, figures and creatures.

Digital Paintings and Drawings — Generative, procedural and handcrafted digital art collaborations with a computer as an active, creative partner.

Soft Interaction — Student research integrating physical and digital experiences and utilizing soft/organic materials and interactive techniques, such as VR, performance, touchology and haptics.

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Visualization instruction at Texas A&M University began in 1988 with the creation of the Visualization Laboratory at the College of Architecture. The academic program quickly began producing leaders in fields at the nexus of art and science. At its most basic, visualization is communication that engages a viewer. Today, Texas A&M's interdisciplinary visualization programs, now housed in the College of Architecture's Department of Visualization, focus on the processes of creating, designing and developing visual experiences.

The academic programs in visualization are structured to develop a student's artistic, scientific and technical abilities, and to build the specialized skills required for creating visual experiences based upon a synthesis of interdisciplinary knowledge. The Department of Visualization's arts-infused STEM- and STEAM-based programs include: the Bachelor of Science in Visualization, designed to prepare students for entry to a range of careers and guiding development of focused expertise and broad foundation knowledge needed in the field of visualization; the Master of Science in Visualization, a thesis research degree exploring the artistic, scientific, cognitive, and technical aspects of the discipline; and the Master of Fine Arts in Visualization, a unique, STEM-infused visual arts degree that complements the Master of Science in Visualization, expanding post-graduate opportunities. These highly interdisciplinary curricula encourage technological development and creative applications for deeper insight and understanding.

For more info, contact:

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About the College:

One of the premier design research institutions in the world, the College of Architecture at Texas A&M University offers an energetic environment for academic and professional success through a comprehensive catalog of prominently ranked graduate and undergraduate programs in architecture, landscape architecture, urban planning, construction science, land development and visualization. Learn more at www.arch.tamu.edu.