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Foundation



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Introductory



052

The Fundamentals of Digital Art

053

The Fundamentals of Sonic Art & Sound Design

B



Intermediate



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Required Reading Range Course Reader



Required Reading Range Module Reader



Digital Media



Introductory

The Fundamentals of Digital Art Richard Colson

Richard Colson is a senior reader in Digital Art at Thames Valley University, UK. He holds a BA in Fine Art from Goldsmiths College, UK and an MA in Electronic Arts from Middlesex University, UK. Richard has been working with computer systems for over 20 years and has exhibited his work at the Design Museum in London, the New York Digital Salon, the Deluxe Arts Gallery and Watermans Arts Centre in London. Richard has had one-man shows at Theo Waddington Fine Art Ltd. and at the Solomon Gallery, Dublin.

Key features

Offers a comprehensive overview of the discipline and practice of digital art.

Provides detailed explanations of physical computing, using data sources, programming, networks for artists and contemporary experimental practices.

Documents the history and development of digital art.

Accompanied by extensive illustrations from recognized practitioners as well as students from leading undergraduate programs.

Includes practical workshop diagrams designed to help students develop confidence in the creation of digital art.

Presented in a visually engaging style.

Readership

Introductory

The discipline-specific titles in our Fundamentals range are aimed at students embarking on further education and offer a thorough grounding in the subject.

This book is an invaluable resource for anyone studying digital art and design.



! Excellent handbook. Well designed with all the essential information required for the subject.
Lilian Lindblom / Middlesex University / UK

! This book is designed beautifully. An excellent resource. Stephan Larson / Northern Michigan University / USA



Introductory

The Fundamentals of Sonic Art & Sound Design Tony Gibbs

Tony Gibbs is leader of the BA Sonic Arts program at Middlesex University, UK. Launched in 1995, this program was one of the first interdisciplinary degree courses in sonic art. In addition to program leadership and teaching, Tony has been responsible for the development of the technical resources of the Lansdown Centre for Electronic Arts, Middlesex University's innovative research centre, where he is currently involved in a range of activities including the development of an interactive 3D audiovisual system for use by composers, performers and other artists.

Key features

Introduces students to the diverse disciplines of sonic art and sound design.

Examines the relevant technologies and approaches to recording, performance and display.

Describes the history and development of sonic art as a distinct subject.

Supported by a variety of examples, quotations and interviews with artists.

Provides useful student resources, suggested reading and listening.

Designed specifically to appeal to creative students.

Readership

Introductory

The discipline-specific titles in our Fundamentals range are aimed at students embarking on further education and offer a thorough grounding in the subject.

This book provides students with an introduction to sonic art, and examines specific artists, techniques and issues in greater detail.



! Excellent title; inspiring. The interviews are particularly valuable and insightful.
Garth Jenkinson / Goldsmiths / University of London / UK

! This text is a great resource. B Colby Jennings / Washington State University