

Computer Science

Presents

Spaghetti, Bugs and Drips

Ira Greenberg
Miami University

Thursday, December 4, 4:00 – 5:00p (Tea at 3:30p) in Room 338 Park Science Building

Abstract: I will discuss my journey from traditional painter to coder. Organized through examples of my work, including drawing, paintings, designs, 3D models, animations, and software, the talk will illustrate how I translated aesthetics principals across very diverse media. I will also share my thoughts on digital arts/digital media pedagogy, as described in my book *Processing: Creative Coding and Computational Art*, friends of ED, 2007.

Bio: With an eclectic background combining elements of painting and programming, Ira Greenberg has been a painter, 2D and 3D animator, print designer, web and interactive designer/developer, programmer, art director, creative director, managing director, art professor, and author. Ira holds a BFA from Cornell University and an MFA from the University of Pennsylvania. Currently, Ira is Associate Professor at Miami University (Ohio), where he has a joint appointment within the School of Fine Arts and Interactive Media Studies program. He is also an affiliate member of the Department of Computer Science and Systems Analysis. His research interests include aesthetics and computation, expressive programming, emergent forms, net-based art, artificial intelligence (and stupidity), physical computing, and computer art pedagogy.



Ira Greenberg
Protobytes
2004
Jellyfish.01