“Adding Personality to Your Artwork Through Movement and Lighting”

Past students have had a lot of fun learning how to make their art respond to people and have personality by using lights, motors, and tiny computers, and with their feedback we are adding even more time in class with the experts and the tools so that even ambitious projects can be accommodated.

A trend in education that fits with this goal is the "flipped" classroom, where the homework is done in class, with the help of the teachers. Students (at home) can do the “lecture” portion, using material on the web. If you want to get a head start on the material, the web site is artists.sci-toys.com.

The first of the four classes will cover basic electronics concepts for the complete novice. Even if you have some electronics background, you won't want to miss this, since this class will also include the first lab where you can use the tools and materials to get started on your project.

The second class introduces control concepts, showing how to use switches, integrated circuits, and computers to control your art. The second lab gives you access to the experts, the tools, and more materials.

The third class and lab will focus on the Arduino computer, which you can build into your projects and take home when the class is finished. We will provide many pre-written programs for the little computer, and help you modify them if needed to suit your project.

The fourth class and lab will be devoted to completing your projects, with lots of hands-on help, if needed. We will introduce simple programming and debugging, and special hardware gadgets to use with the computer to increase its capabilities even more.

There is no food service, but fridge, microwave, toaster oven, coffee and espresso machines are available.

Materials and tools are provided, but feel free to bring your own. A laptop or notebook computer will be required, both to program your projects, and to download material during class.

We're going to have a lot of fun!

Simon Quellen Field