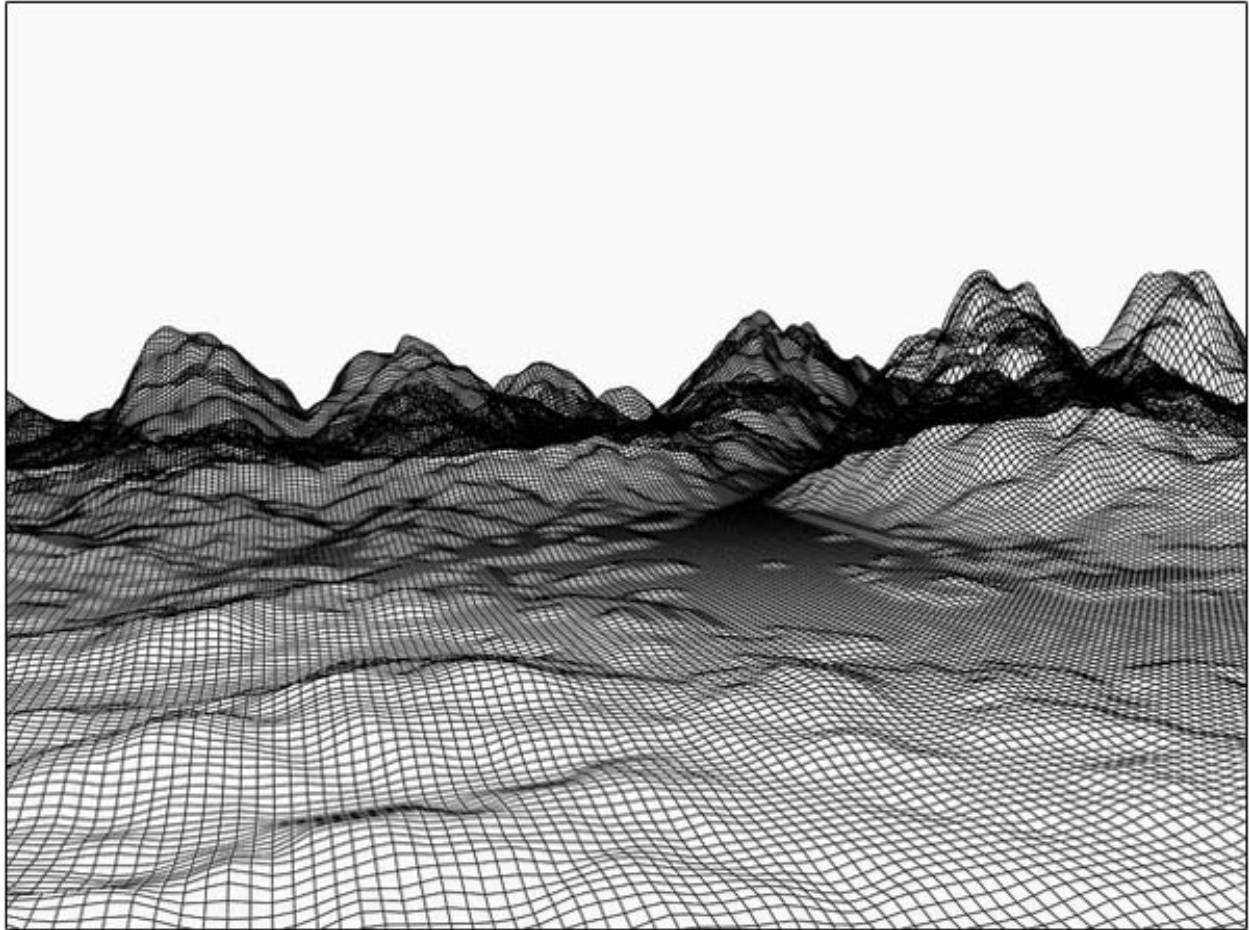


Unfamiliar Landscapes

A Digital Art/English Project, Fall 2014



Mountains, deserts, seascapes, skyscapes.

Borders, bridges, subdivisions, city skylines.

Highways, malls, factories, solar fields.

We are surrounded by the landscapes of the natural world, the built environment, and even our bodies. These landscapes shape not only what we see, but also how we experience the world, ourselves and each other. In this project, we will be using the key concept of “unfamiliar landscapes” to learn how we create or alter landscapes, and how, in turn, landscapes alter us as individuals and community members. Additionally, we will explore how changing landscapes can open up--or foreclose--spaces of opportunity for us and our futures.

This semester long project is a collaboration of 12th grade students’ Digital Art and English classes. Students will function as researchers, developers and presenting artists to create a design and process journal, a body of writing and a final code-based media project using the programming language, Processing. Students will select research topics related to the natural world, man-made environments and/or the human body. As developers and artists, students will use their research to design digital projects which abstract, respond to and/or reflect their investigations. The culmination of this work and the semester will result in a public exhibition.

The Essential Questions

- How do the landscapes of the natural world, the built environment and our bodies structure our lives, and what possibilities emerge when we make unfamiliar landscapes familiar, or familiar landscapes unfamiliar?
- How do we become more aware of our surroundings, in order to foster an educated, ethical, and empathetic local and global community?
- How do we translate experiences, investigations, and ideas into artistic renderings that effectively communicate new knowledge?

Potential Research Topics

Each student will have his or her own unique research topic. While groups of students may investigate related topics, each student must conduct original research and create an individual project output. Topics will be awarded on a first come-first serve basis. Your topic and code project must be approved by both of your teachers in order to move forward. You may pitch your own topic or pursue one of the following:

- Open spaces in San Diego.
- Urban Planning: exclusive residential communities, the projects, etc.
- The impact of drones on urban space.
- Landscape representations in art history.
- Literary renderings of landscapes.
- The impact of war on land.
- Agricultural, ecological, or technological shifts in landscapes.
- Borders: close neighbors with disparate environments.
- Constructed geographies of bodies and gender.
- Native lands after colonization.
- The rise of modern architecture.
- Mother Nature's impact, the landscape as a living entity.
- Feminist landscapes.
- Hypothetical improvements to existing landscapes.
- Science-fiction landscapes.

Final Products

- A representation of your unfamiliar landscape(s) in a code based project. This could manifest in one of the following formats:
 - Customized drawing programs used to create abstract and/or representative illustrations.
 - Maps/data visualizations/info-graphics with interactivity.
 - VJing (performative image mixing).
 - Animation.
- A formal artist's statement to accompany your work.
- A curated artist's journal that documents your process and learning.
- A 2-minute talk about your product and its significance.

In English this looks like . . .

1. Explore historical and conceptual frameworks for “unfamiliar landscapes:” the built environment, philosophy and literature, the body, the future.
2. Create academic summaries and analyses of foundational texts.
3. Select a topic that relates to an intellectual interest/passion, addresses social concern, or proposes a solution to a problem (see list, or propose your own).
4. Research topics and draft project proposals.
5. Maintain process folders for curated art journals.

In Digital Art this looks like . . .

1. Programming/code boot camp with a variety of creative exercises in design and interactivity.
2. Explore art forms that respond to, represent and abstract from ideas.
3. Pursue independent code training on specific programming techniques/forms of interest.
4. Develop final projects through studio work time and classroom critiques.

Some Preliminary Important Dates

**Due to the nature of this project, some deadlines are TBD, and all are subject to revision*

Tuesday 9/16: Field Trip to Balboa Park

Wednesday 9/24: Topic Selection due

Thursday 10/9: Project Proposal 1st Draft due

Wednesday 10/22: Project Proposal: Final Draft Approved