Aesthetic forms of space & time: motion & static qualities of virtual & physical domains

One of the great features of mimesis is that it allows us to empathize with other people, places, and things from a distance. The disciplines of Art & Computer Science explore imitation, role-playing, interaction, and other immersive ideas in unique ways. In our course we are using physical moments, controlled virtual moments, and interactive moments as a way of further understanding time and space. Our projects are focusing on a range of media, and approaches to engaging these subjects so that we may further represent, re-present, and present our own manifestations of time and space both in the virtual world and in our everyday life. A goal is not just to become better designers, but around people with a greater presence in the realities we inhabit.

The Montague Scholar award has assisted undergraduate education in providing financial support in the following areas of multi-media art & technology:

- Lens, Different Lenses, Resolution, Sound, Lighting & Color, Small and Large Subjects, Perspective, Form/Space, Composition, Narrative, Content, Video-physical & virtual, Photos- physical & virtual

Thank you to the Montague family for the generous support and assistance help educate the future today!