

What is "10 Mysteries" about?

This course teaches the concepts behind solutions to 10 common frustrations faced by virtually all artists and designers using the computer, such as "Why does my printout look so different from the image on my screen?" "What resolution should I use for scanning?" and "What do filters really do?" The concepts are taught from an artist/designer's point of view using visual explanations and live demonstrations of popular software packages. Relevant art work is included throughout by practicing computer artists who have harnessed this new medium in creative, effective ways.

Who is the instructor?

Anne Morgan Spalter is Artist in Residence in the Brown University Computer Graphics Group and Outreach Director of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization. She is the author of the comprehensive introductory textbook, *The Computer in the Visual Arts* (Addison-Wesley). Spalter has a BA in both mathematics and visual art from Brown University and an MFA in painting from the Rhode Island School of Design (RISD). She designed and taught the first computer fine art courses at both RISD and Brown. Her own computer art has been exhibited in the U.S. and abroad and she is founder of the College Art Association SIG for Computers in the Visual Arts.