

# Embedding ICT in Art and Design

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## Embedding ICT in Art and Design 5th May 2005



A collaboration between Tate Education, NSEAD and A4 at The Clore Gallery

This event is part of the DfES, BECTA, NSEAD and A4 Embedding ICT in Art and Design Project and is open to Art & Design teachers in secondary schools, student teachers, advisers and lecturers working in Teacher Education . **BOOK NOW** - <http://www.nsead.org/cpd/conference.aspx?&id=48>

### Aims

- To provide an overview of the ICT in Art and Design pack from the Key Stage 3 National Strategy;
- To experience first hand some of the ways in which artists and teachers are using New Media Technologies to resource and develop creative ideas

Presentations include:

**Between a Rock and a Hard Place:** Making art through technological means - Simon Biggs Professor of Digital Arts at Sheffield Hallam University

**Creativity - using ICT in art and design** - Ged Gast Surrey County Consultant for Creativity

**Encounters** - Lorraine Berry - working with schools and community to produce site specific installations.

**Tate Tools** - Nadia Arbach e-learning curator Tate Britain

Further details and an application form available from:

<http://www.nsead.org/addict/index.aspx>

## Software - 5 free downloads

**1. Paint.NET** is image and photo manipulation software designed to be used on computers that run Windows XP or 2000. Paint.NET is meant to be a free replacement for the MS Paint software that comes with all Windows operating systems.

<http://www.eecs.wsu.edu/paint.net/>

**2. IrfanView** - is a basic image editor for Windows computers, but with a lot of smart features, and it has the advantage of being a small installation file (about 700KB).

Download from: <http://www.irfanview.com>

**3. The GIMP** - the GNU Image Manipulation Program, or GIMP, is a fully-featured image manipulation package (similar in scope to Photoshop) which is freely-distributed, and open-source. It is written by an off-the-wall bunch of people, and consequently has a fun, off-the-wall feel to it. The installation files are pretty large (10 MB for Windows).

The GIMP runs best on Linux, but there is a Windows version under development. This is flagged as a prerelease, but apart from the absence of help pages it works extremely well.

The GIMP home page:

<http://www.gimp.org/>

Download for Windows:

<http://www.gimp.org/~tml/gimp/win32/>

**4. gmax** - is a free 3D modeling and animation tool based on Discreet's award-winning 3ds max software. Built for gamers to create their own in-game content for gmax ready games, a gamer can produce everything from characters and vehicles to landscapes and props. Not only do you get to customize your games, you also learn 3D design within a professional-level tool.

<http://www4.discreet.com/gmax/>

**5. Anamorphosis**

Site designed by Phillip Kent on the art and techniques of anamorphosis and trompe l'oeil distortion. Find historical and contemporary information with illustrations and download Anamorph Me, the free program he has written for making anamorphic distortions to images. You can also download a PDF version of Kent's User Guide to learn how to use the program.

<http://www.anamorphosis.com/>

## On-line Training

This is Macromedia's own site for Flash training. Their interactive courses and tutorials are free to educators who want to learn more about technology once they have registered as a member. To join you simply have to provide basic information about name, email, and job. They guarantee not to disclose any of your information to third parties without your permission.

<http://www.trainingcafe.com>

## Flash 5

Clear step-by-step illustrated instructions for learning Flash 5. They can be followed online or downloaded as a PDF file.

<http://www.trainingtools.com/online/flash5/index.htm>

## Creativity in Digital Media Awards 2006

The Creativity in Digital Media Awards is an awards scheme for all students aged between 5 and 18 across the UK. The Awards aim to inspire practitioners and students to demonstrate and celebrate creativity in the use of digital video, digital still images and digital music. The Awards will identify and exemplify effective practice which can then be disseminated as advice to the wider learning and teaching community.

Advice on creativity can be found on the [QCA website](#) and on Becta's [ICT Advice website](#).

### Categories

You can submit entries into the following three categories. Digital Video, Digital Still Images, Digital Music

### Prizes

Prizes include Apple eMac computers and iPods; Canon Digital Video and Still Cameras; Ulead digital video and still image software. Please refer to individual categories for prize details.

All entries must be received by Monday, 31 October 2005.

<http://www.becta.org.uk/corporate/display.cfm?section=21&id=2663>

## Websites



BBC website for young people interested in the creative arts. Includes sections on art, film, music and writing. Find out about the work of artists and designers working in the creative industries, ask an expert, contribute to the gallery and get help with creative projects. The site also has lots of links to galleries and careers in art and design. Excellent!

<http://www.bbc.co.uk/blast/>

## Resources

Finding images that can be used freely without infringing copyright can be difficult. Just because images are available on the internet does'nt mean that we can use them freely. For more information see Becta ICT Advice <http://www.ictadvice.org.uk/index.php?section=ap&rid=1964>

The Andy Warhol site has a useful collection of images of contemporary artists work that can be reproduced used for education purposes they can be found along with many other downloadable resources at:

<http://www.warhol.org/education/>

## Software for Art and Design

### Curriculum Online



What is it? An online search facility for finding, evaluating and buying multimedia resources linked to the National Curriculum.

How can it help? Provides teachers with lists and evaluations for 1000s of education multi-

media resources.

<http://www.curriculumonline.gov.uk/Default.htm>

**Studio -On** - Studio ON is an exciting and dynamic Creative Learning Centre. It has evolved through the development of a unique partnership between The Nerve Centre and the South Eastern Education & Library Board.  
<http://www.studio-on.org.uk/>

## Animation

### Getting Started

Animated Exeter 2005 has produced a free education pack giving teachers lots of simple ideas on how to introduce animation to the classroom, and follow up activities that children can get involved with. The pack includes information on:

- Cut-out Animation
- 2D Animation Project
- Digital Stills Camera Method
- Video Camera Method
- 3D Animation
- Storyboards
- Computer animation including hardware and software

You can view this at:

<http://pub.exeter.gov.uk/asp/animatedexeter/>  
or call 01392 265208 to request to have a copy posted to you.

### The Bill Douglas Centre for the History of Cinema and Popular Culture

Based at the University of Exeter the Bill Douglas Centre documents the history of moving pictures and animation.

Find out about the pioneering work of Eadweard Muybridge, Etienne Jules Marey and much more.....

<http://www.ex.ac.uk/bill.douglas/>

### Animation Toys

#### The Thaumatrope

<http://www.ex.ac.uk/bill.douglas/Schools/animation/animation2.htm>

#### Phenakistoscope

<http://www.ex.ac.uk/bill.douglas/Schools/animation/animation3.htm>

### The Zoetrope

<http://www.ex.ac.uk/bill.douglas/Schools/animation/animation4.htm>

### The Praxinoscope

<http://www.ex.ac.uk/bill.douglas/Schools/animation/animation5.htm>

### Aardman Animation

<http://www.aardman.com/>

**Anim8ed** –on-line animation resource offering ideas, contacts and suggestions for teachers, educators and those interested in developing animation projects with groups. The site includes six step-by-step animation projects, together with the final animations

<http://www.anim8ed.org.uk/default.asp>

**Bradford Animation Festival 2004 – lots of sample animations from both professional and non-professional animators.**  
[http://www.baf.org.uk/2004/selection\\_clip.s.asp](http://www.baf.org.uk/2004/selection_clip.s.asp)

Animation Index

[http://www.anim8ed.org.uk/resources\\_index.asp](http://www.anim8ed.org.uk/resources_index.asp)

### Walt Disney Studios

<http://disney.go.com/disneyatoz/waltdisney/index.html>

### Pixar Studios

<http://www.pixar.com/index.html>

### Contribute

If you would like to contribute to the next issue of 'Embedding ICT in Art and Design' send ideas, weblinks or short case studies to Kevin Mathieson by the 15 April 2005.

e-mail: [kmathieson@nsead.org](mailto:kmathieson@nsead.org)



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