

1125-I1-931

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I taught Mathematics and Digital Art for the first time in Fall 2016. I'll present an overview of the course, as well as give examples of student work. Here is the course description: What is digital art? It is easy to make a digital image, but what gives it artistic value? This question will be explored in a practical, hands-on way by having students learn how to create their own digital images and movies in a laboratory-style classroom. We will focus on the Sage/Python environment, and learn to use Processing as well. There will be an emphasis on using the computer to create various types of fractal images. No previous programming experience is necessary. (Received September 13, 2016)