

# Art Class and Computer Multimedia Tools

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*HyperStudio* is an example of multimedia authoring software used to create interactive presentations. Pictures, movies and sound files can be used in these products. The type of program is based upon the metaphor of a stack of cards that are interconnected. Each “card” is a “page” that has a hot spot which is connected to another location in the “stack” of cards, not necessarily an adjacent location but anywhere in the stack.

At the heart of these programs is the idea of linking—which allows for electronic connections between cards or to external resources such as the web. The layout or arrangement of these cards or links may be linear (like pages in a book), radial (like spokes on a wheel) or branching (like branches of a tree). And the links can be made between cards that are behind, in front or lateral to another card.

HyperStudio tools are simple enough so that students in first grade could create their first storybook project. As students get older they can make more complicated presentations with additional links, special effects, and sound as a means of making their class reports. To create these presentations students could do research and gather material, plan and organize story, prepare layout and write.

Students in the art program could focus on designing interfaces or preparing page design for these projects. The best resources for getting ideas for good designs are some of the interactive CD’s or the world wide web. The principles of good design useful for print, video and traditional art media are also applicable to interactive media.

In addition to learning and using the principles of design for creating these projects, art students could design, write and produce their own projects of art processes, history and esthetics. Students can learn the features of the software in computer class, but use the tool in the art room to produce reports and presentations in and about art. Following are some ideas:

**Elements of Design:** Each element could have its own branch. Include examples using space, line, texture, value and color.

**Principles of Design:** Each element would have its own branch. Include examples and illustrations of balance, rhythm and movement, unity and harmony, emphasis or dominance, and variety.

**Alphabet Stack:** Use an artist, art term, process for each letter of the alphabet.

**Time Lines:** Use a series of art events during a selected time period or a time line of the parallel events and art works produced in a selected artists life.

**Artist Life:** Use 4 branches 1) to describe life events; 2) development of art; 3) map locating art works, where artist lived and worked; and 4) parallel events in society during the artist’ life.

**Processes:** Create a series of links or cards they describe art process: Steps to 1) making photo, prints, 2) developing film, 3) drawing/drawing techniques, 4) carving, 5) throwing a pot, etc.

**How to Draw:** Create set of cards that describe steps to: 1) Contour line 2) Begin form with basic shapes 3) shading 4) perspective drawing 5) cartoons.

**Painting (or other art media):** Describe historical periods, schools, geographic and cultural influences of a selected period and place on art works.

**Architecture:** Describe periods, local styles, cultural influences, classifications of types.

**Art Portfolios:** Show a student’s art work in a stack with multiple views of selected pieces along with writing about the development of the piece(s). Or do a stack of a classes project showing examples from several students around a common theme.

**Classification:** Select style or kinds of painting, drawing and classify them . Branches could include landscape, portraits, still life OR realism, abstraction, surrealism, etc.

**Composition:** Use a common art background. Use overlays to show how structure, grouping, movement, emphasis are used to communicate.

**Art Criticism:** Select an art piece and have 4 branches: (1) Description (2) Analysis (3) Interpretation (4) Judgment. Judgment: (1) Craftsmanship (2) Design (3) Originality

**Art Games:** Matching: styles, subject, etc. Find missing parts.