

Art & Technology

How can the arts change the way we think and live?

One example of Art and Technology in action is illustrated in Artist-in-Residence Jackie Brookner's project with Dr. Dilhan Kalyon, professor and director of the Highly Filled Materials Institute in the Stevens Department of Chemical, Biomedical and Materials Engineering. Brookner makes public art projects called biosculptures™, which clean polluted water in wetlands, rivers, streams, and storm water runoff, and together they have formed a company and are working towards the “development of porous modules from commingled plastics waste streams, towards moss-containing sculptures which can be used for rain water filtration in urban settings.”



Art & Technology is an **emerging field** that spans across multiple disciplines, including both the technical and scientific communities as well as fine arts. In the context of post-modernism, boundaries between the disciplines are shifting. Stevens' Art & Technology program recognizes this

and provides a **unique learning environment** that prepares the student for this synthesis. Alongside formal visual art training, we offer a laboratory for experimentation and invention that originates from the historic modernist traditions of the avant-garde and extends across platforms and throughout departments. This new program makes Stevens a hub for the most technically and scientifically innovative artists working today. We have long harnessed the **power of creativity** in the development of new technologies for all aspects of society, and we are proud to provide an environment that fosters and promotes the cross-pollination and collaborative research between engineering, science, media, and the arts – the new renaissance of the 21st century.

This **innovative program** allows you the opportunity to blend studio art with the newest technologies, theory and aesthetics. Fundamentals open the door to animation techniques, multimedia production, DVD authoring, and more.

- ◆ Examine machine aesthetics in the context of contemporary art.
- ◆ Explore robotic ideas and applications within art.
- ◆ Learn about fabrication for motion, the shaping of elements, and interactive control of your environment with electronics.





The Perfect Location

Our campus is situated across the Hudson River from the cultural riches of Manhattan, less than a 15-minute PATH train ride from the wealth of museums, galleries, and cultural opportunities of New York City. You will have access to the Met, the Guggenheim, and the Museum of Modern Art, as well as countless galleries and exhibition spaces. With the art world at your fingertips, you can explore trends and inspirations, and see how art is shaping today's marketplace.

Faculty

Your faculty mentors are **experienced artists** whose collective body of work appears in notable venues throughout the world. They are working artists whose exhibitions, lectures, and articles address and embrace the marriage of art with technology. Our faculty and artists-in-residence are invited to collaborate with Stevens' engineering and science faculty to **create projects and innovative initiatives** utilizing highly specialized and unique laboratories on campus in areas such as environmental science, holography, robotics, virtual reality, biotechnology, nanotechnology, artificial intelligence, highly-filled materials, and lasers, among others.

Course of Study

There are four main areas in the Stevens Art & Technology program: **Digital Imaging, Sculpture/Installation, Animation** and **Video**. You will be

expected to become proficient in two of these interdependent disciplines. Your first year of study will concentrate on formal 2-D and 3-D foundations in art, coupled with drawing, art history, math, science and the humanities. Building upon this, in your second year we encourage you to take a broad-based approach, continuing to fulfill university requirements in math, science, and humanities while learning the basics in a variety of art genres, thus waiting until the third year to combine media and concentration in any one area, whether that be in the physical or virtual environments.

Whatever your medium, Stevens will guide you to use your talents and discover new ones. You will work in an environment that encourages creativity. With our core faculty, satellite professional facilities and rotation of visiting artists, you will work with people at the forefront of their disciplines, exploring advanced theoretical models of production on research and art projects.

Discover new outlets and applications for your imagination and talent.

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