Elements
point
line
plane
colour
sound

Perception

Composition
concept of creation
objective methods
subjective methods

Media Images
meaning making
media genealogy
culture & computing
open work

Asynchronous Lectures

Computation
programing basics,
draw and construct shapes,
visual math: symmetry, proportion,
progression, folds, tessellation, area divisions
3D OpenGL

Sensing and interaction

Algorithmic Composition
decomposition
pattern recognition
abstraction
algorithm design

Systems of Representation
spatial and temporal structures,
motion, animation
performance systems
instrument design

Toolkit

Students’ Media Artwork

Faculty of Creative and Critical Studies, Department of Creative Studies
The Active Computational Media Composition Toolkit
Aleksandra Dulić, Garth Evans, Denise Kenney, Emily Murphy, Kenneth Newby, Karis Shearer, Joel Thiessen, Miles Thorogood

exercises
MDST 210
Creative Coding
MDST 220
Computational Creativity

essays
MDST 311
Computational Poetics
MDST 330
Immersive Environments
MDST 499
Capstone Project