Plan of the session

• Getting acquainted
• What are you expecting?
• Practical details
• Overview of the class
Sign up!

- Name
- E-mail
- Course
Presentation

- Name
- Background
- Professional goals
- Motivation for the class
Getting Acquainted visit

- 1/2h appointment
- E-mail: fredo@graphics.lcs.mit.edu
Brainstorming

• No criticism, in particular no self-criticism
  – The goal is quantity, not quality
• Steal other’s ideas
  – Build upon what has been said
• Write everything down
• After the brainstorm: Synthesize
A Little Brainstorm

• What do you expect from this class?
Synthesis of the brainstorm
What will be discussed

- Any figurative picture
- Not only artworks (but mainly)
- Mainly static aspects (but will discuss cinema)
Pitch of the class

- Does not discuss essence of Beauty or Art
- We do not give recipes to make pictures
- No social/gender/political aspect
- This is only one possible viewpoint on images

- Technical issues about depiction
- Perception
- Language and tools to describe, compare and generate pictures
Some personal motivations

- Get some culture
- Importance of multi-disciplinarity
- Applications to Computer Graphics
Sharing knowledge

• Relativism
• Your knowledge
  – Probably more than us on some aspect
  – Share it!
Questions?
Organization of the sessions

• Brainstorming about the previous lecture
• Lecture
  – Attendance is mandatory
  – Ask questions during the lecture
  – Slides will be on the web
• Talks
• Discussion about the readings
  – Prepare your two issues
Organization off-sessions

- Reading: 3h/week
  - 2 books + articles and chapters
  - 1 page summary + 2 questions each week
- Feedback: 20 min/week
- Assignments: 3h/week
- Talk: 10h
- Project

- Will be discussed and negotiated
Assignments

• Due at the first session of the week
• Result+1 page description
  – Photoshop
  – Canoma
  – Piranesi
  – Manual activities
• Essays
• After each lecture:
  – Bring an illustrative image+half page comment
  – Most important thing you have learnt? (half page)
• Log of your readings/activities\
Activities

• Peer review
• Snapshots
Essays

• Importance of writing
• Multiple step with peer feedback
  – Outline
  – Draft
  – Final essay
• Provide a comment of the essay
Art and Illusion

- Ernst Gombrich
- 1956
- Art Historian
- Landmark book
Cognition and the Visual Arts

• Robert Solso
• 1994
• Cognitivist
• Excellent textbook
Talks

- Highly flexible
- A book, chapters or articles will be provided
- Related subject
- In-depth specialized subject
- You can propose your own subject
- Look at the suggestions, make a vague decision in two weeks.
Projects

• Highly flexible
• Decide by week 4
• Report and presentation
• Can be
  – Computer Software
  – Essay
  – Multimedia document
  – Psychophysics experiment
  – Manual project
Other activities

- Museums
- Movies
- Further readings
  - Ask
  - Share
Questions?
Overview of the class

- Introductory discussions
- Human Visual Perception
- Limitations of the 2D medium
- Representation systems
Overview of the class

• Introductory discussions
  – Limits of realism
  – Chain reality-artist-picture-beholder
  – Dual nature of pictures, 2D/3D

• Human Visual Perception

• Limitations of the 2D medium

• Representation systems
Overview of the class

• Introductory discussions
• Human Visual Perception
  – Low-level vision
  – Vision as a cognitive process
  – Invariants, constancy
  – Colors
• Limitations of the 2D medium
• Representation systems
Overview of the class

• Introductory discussions

• Human Visual Perception

• Limitations of the 2D medium
  – The image is flat, the viewpoint is unique
  – The image is finite
  – The image is static
  – The image has a limited contrast and a limited gamut
  – Can be compensated or accentuated

• Representation systems
Overview of the class

- Introductory discussions
- Human Visual Perception
- Limitations of the 2D medium
- Representation systems
  - Drawing system
  - Denotation system
  - Tone system
  - Style?
Questions?
Next week’s assignments

- Review of Computer Graphics
- Ansel Adams example
- Photoshop Tutorials