The Art and Science of Depiction

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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

Questions?
Next week’s assignments

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