CLASS, **ELECTIVE**, **GRAD**, **GRAD-S25-STUDIO**, **S25**, **SPECIAL TOPIC**

DM-GY 9103 CONSERVATION OF AI-BASED ARTWORKS

The newest artist is AI. As the landscape for creating and displaying AI-based artworks is fast-paced and ever-evolving, what are the common tools and languages that will be necessary to conserve and re-exhibit these works into the future? In this class, students will work on case studies in collaboration with a contemporary artist and their studio, focusing on artworks created using AI. Students will learn conceptual and practical frameworks of conservation as applied in this field through readings, class discussion and guest lectures, along with lab sessions to learn and apply skills to handle these artworks. Throughout the semester students will develop documentation and present conservation concepts for these fragile artworks.

Previous programming experience is highly recommended. Please contact instructors for evaluation and guidance related to your current programming expertise related to this class.

Instructors: Thiago Hersan, Deena Engel

AI • ART • CONSERVATION • MACHINLE LEARNING • PYTHON

Tags

3D Ableton Live accessibility adobe after effects ai ar arduino art audio code design disability studies electronics extended reality figma game HCI html installation javascript machine learning Max media mr music p5js performance photoshop programming projection mapping python research seminar sensors sound unity unreal engine user experience ux video virtual production vr web xr

Accessibility