Sunday 6th

Informal meeting for participants who have arrived. To take place at Al Fresco Coffee Shop, East End of Rundle Street at 6 pm

Week One: Monday 7th - Friday 11th

At 9 a.m. on Monday after introductions there will be discussions focussing on some of the issues surrounding the production of creative work using technology. Participants will be encouraged to outline their expectations of the School and their areas of interest. It is important to us that we tailor the school to participants' needs as much as possible.

The first week will focus on an introduction to the hard and software, which will take place through hands-on tutorial. During this week, most participants will identify objectives, and discover what is possible within the given timeframe. Beginners will need to develop an understanding of the conceptual space they will be working with.

Week Two: Monday 14th - Friday 18th

Beginning on Monday, there will be a specialist workshop with AMIGA computers taking place. This will be run by SALLY PRYOR, an artist and educator from Sydney. This workshop will focus on graphics and animation and will utilise still video equipment, as well as scanners, plotters and printers. JOHN TONKIN, an Adelaide based artist and programmer will also be tutoring on AMIGA's, and on IBM 386 machines supporting CADDSMAN, a 3D modelling software which participants have been introduced to in the first week.

Participants will be able to render 3D CADDSMAN models utilising RENDERMAN, a high end rendering package which will be running on SUN workstations.

Weeks Three and Four: Monday 21st - Friday 1st

Participants will continue hands-on exploration and work on individual projects. We envisage that during this week there will be a substantial focus on interactive equipment eg. output to video, 2D printout, video to computer, CAD to CAM etc. Works-in-progress and finished works will be displayed on Thursday 31st as part of the Summer School Open Day. Friday the first will officially be the end of tutorial.