

Digital imaging technologies and visual arts needs

Have your say!

1. Do you use digital imaging technologies in your current practice and/or research?

Yes No

If 'Yes', what technologies do you use? If 'No', why not?

2. Are there things you'd like to do in your practice and/or research which you cannot do at the moment? (Please enter anything, whether you think it might relate to digital technology or not.)

Yes No

If 'Yes', please describe them.

3. Do you think digital technologies could help you to do them? Y/N

Yes No

If 'Yes', how could digital technologies help?

4. Is there anything else you would like to tell us in connection with digital imaging technologies and artistic practice?

Position

Type of Institution

Please complete the following section if you'd like us to contact you with news of the project's findings, or if we think we've found a technology which might help you.

Title

Name

E-mail address

Please return to: Dr Rupert Shepherd, AHDS Visual Arts, University College for the Creative Arts, Falkner Road, FARNHAM, Surrey GU9 7DS



The Arts and Humanities Data Service (Visual Arts) is running a one-year research project which aims to map advanced digital imaging technologies to the needs of researchers in the visual arts. The project is called The Hunt for Submarines in Classical Art. It is funded by the AHRC and based at the Farnham campus of the University College for the Creative Arts at Canterbury, Epsom, Farnham, Maidstone and Rochester.

You can have your say about visual arts needs by filling in the questionnaire on the other side of this sheet, and returning it to:

Dr Rupert Shepherd
AHDS Visual Arts
University College for the Creative Arts
Falkner Road
FARNHAM
Surrey GU9 7DS

Alternatively, you may prefer to complete the online version of the questionnaire at <http://www.vads.ahds.ac.uk/submarines.html>.

It has been apparent for some time that certain forms of art and craft research and practice rely heavily upon digital imaging technologies, and that using these technologies can be stimulating and productive. However, for many researchers and practitioners, it is very difficult to find out about the latest technologies, and how to secure access to them. Equally, scientists may well develop technologies which could benefit creative practice and research, but be completely unaware of how researchers and practitioners could exploit them. The project aims to bridge this gap by producing a report and a database which will make a series of connections between these two spheres.

If you are a researcher in the visual arts, we would like to hear from you, whether or not you use digital imaging technologies in your research or practice, and whether or not you think it might help you in your research or practice in the future - it will be just as important for us to know that there are no visual arts needs as it will be to know that there are many.

All the data we receive will be anonymous, unless you decide to tell us your name and e-mail address so that we can send you news of the project's findings, or let you know if we come across any technologies which we think might help you. We will not use the addresses we gather for any other purpose, although we may use comments submitted in our report and other material, where they will remain anonymous.

For more information about the project as a whole, please go to <http://www.ahds.ac.uk/visualarts/projects/submarines/>.

Thank you for your time – we look forward to reading your thoughts!