



Thermochromic Paints : Introducing Reactive Materials to Teach Visual Artists Electronics within a non Technical-Education Color Theory to Animate Painting and Illustrations

Paola Guimerans Sachez, Paula Tavares

Parsons the New School for Design (USA), School of Technology Polytechnic Institute of Cávado and Ave (Portugal)

pguimerans@gmail.com, ptavares@ipca.pt

The paper will present an innovative method of introducing thermochromic paints to visual artists within an educational setting to explain colour theory as a bridge to introduce them to basic electronics concepts to "animate" their painting or illustration.

We begin this paper by describing that we both are professional fine artists working on the educational digital and analog interactive realm. One of the authors has been co-teaching the "Collab: Soft Circuits" [1] that was focused on an innovative way of introducing hardware design and electronics to artists and designers within an educational setting. Also, he is an actual collaborator at MFA Design + Technology program in the School of Art, Media and Technology at Parsons the New School for Design NY. Second author, is the Director of the Illustration and Animation Master in School of Technology, Polytechnic Institute of Cávado and Ave. Portugal.

Using a series of workshops taught at MIA (Illustration and Animation Master at IPCA) the authors outline key trends to bridge on by mixing and include reactive paints with a traditional art techniques and introducing handcrafted electronics open tutorials [2,3,4] to point towards new experimental curriculum and methodologies for visual artists .We outline the workshop-based approach we used for getting the results to create a future tutorial of suggested start activities that will be proposed as a key aesthetic trend for visual artists to get the basic skills to explored further electronics or jump into new media projects working with open source physical computing platform and tools. [5,6]

Next we introduce the example work of the students and methodologies. These examples will help to framework future activities that will help to support visual artist to learn the colour techniques that could be implemented by electronics to make their illustrations and paintings Interactive.