

ART481 PHOTO & VIDEO STUDIO*

**This course is designed for students who have taken several 300-level photo, video, or animation courses. It meets with an intermediate course to actively engage upper-level students and increase community interaction between students.*

COURSE DESCRIPTION

Mostly what I'm trying to do as an artist is to live an interesting life. At least that's what I keep telling myself. It can be a struggle at times, but I think that is pretty much what I am doing.

—Harrell Fletcher, <http://www.harrellfletcher.com/2006/index3b.html>

Develop independent work through various stages of production culminating in a completed photo, video, web, or interactive work. Discuss criticism, techniques and contemporary lens media theory at an advanced level. Projects may include experimental techniques, multichannel or gallery-based installation, animation, narrative, and/or documentary approaches.

Students registered in this course are expected to demonstrate a deeper involvement with the research and production of animated and moving image work. You will plan, propose, and produce a semester-long project. While this may take various forms, the expectation is that you will challenge yourself to expand your creative skills and produce an advanced body of work that demonstrates experimental, inventive, and conscious engagement with the techniques and concepts of animation. I expect that you will act like a self-directed artist who has been given time to pursue a line of investigation, something that is often difficult outside of school.

This course is about creating a professional practice that is inspired and informed by the world around you. Explore your own sense of discovery alongside critical stages of research and production. You will need to supply the discipline to set goals and successfully complete each stage of production. Within a supportive critical environment, we will explore ways of establishing daily routines and work habits, write professional proposals, and challenge preconceived habits and methods. For all these reasons, the content of this class changes annually.

To explore the wealth of contemporary media art on view in the area, students will also be required to attend guest lectures, screenings and/or exhibitions taking place during the semester at University of Delaware and/or other regional venues.

STUDENT LEARNING OUTCOMES

Students will learn to:

- Devise planning strategies and employ exemplary work habits toward the production and exhibition of independent lens and time-based projects.
- Use key concepts, techniques, and vocabulary at an advanced level to critique student work orally and/or in writing.
- Conduct technical and conceptual research to develop and produce an original body of work over the course of the semester that demonstrates social/cultural/aesthetic awareness.
- Prepare oral and/or written statements evaluating your own practice in relation to a broad media discourse.
- Experiment, innovate, and take risks with digital and/or analog media to investigate the relationship between maker and media culture.

YOU ARE REQUIRED TO (*see advanced assignments in Canvas for more detail*):

Submit A Project Proposal, Monday, Feb 14 (100 Points): Your project should be something that you are inspired to deeply focus on for the entire semester. It may be a series of animated videos that build to create a whole, a short-length video that you could enter into film festivals, and/or something sculptural such as a video installation or other. You may work in animation or a combination of live-action and animation. Your choice of method should, of course, support the overarching concept for your work and research.

Present Your Proposed Project, Wednesday, Feb 16 / or / Monday, Feb 21 (100 Points): You will share your proposed project with the class so that they will be informed and ready to give you feedback when you share your progress and rough-cut. Prepare an 8-minute presentation that introduces your previous related work, narrates how that work led you to your proposed idea for this semester, describes your proposed idea and goals for the semester, visual artist works / videos / sculpture / writings, etc that are providing inspiration for your current research and historical perspective to your work.

Conduct *at least two* project updates every three weeks to the full class (250 Points):

Includes presenting your footage and research which may be authors, visual artists, methods of working, psychology, history, biology, environmental, socio-political context, etc. One of these may be a tech demo, something that you are using in your current project and/or have learned about lighting, shooting, compositing, editing, color correcting, favorite effects, etc. These will be timed according to your progress. *Note: At this time, I have your project updates scheduled during weeks 5 and 8. This is subject to change. This adjustment will depend on your workflow and the flow of the ART326 Experimental Animation course.*

Participate in all 326 course critiques, workshops, and/or animation demos. (150 points) Community participation is vital to the success of this course. Students benefit from feedback from their peers as much as their professor. This is part of your *Participation Grade*. **There are four crits and two rough-cut reviews. These dates are highlighted in blue on the schedule.** *Note: These are subject to change according to class flow. It is important that you check-in for any changes in crit session dates.*

Check-in with me weekly with updates on progress or for trouble shooting. You need to initiate the conversation via email or in person. The more you are present in class, the more opportunity we will have to discuss your work. However, I understand that animation-video production requires building / prop-making, preparation, and shooting outside of the lab. Keep me apprised of your activities; email me in advance if you are working on your project in another studio during class time. I need to be able to contact you in case of emergency among other things.

Introduce the Black Maria Film Festival (*now TEFF*) at Colloquium, Tuesday, April 26 (50 Points): Read and understand the *Thomas Edison Film Festival (TEFF)* mission statement, history, and jury process. Interview the Festival Director, Jane Steuerwald to gain a deeper understanding of the process and goals of the festival. On the evening of the festival you will introduce Jane to the students in colloquium, and, if you were part of the pre-screening process, you will also describe your participation in judging films. After watching the festival shorts, describe and contrast two short films. Submit on Canvas.

Visit and Interact with a local art organization (50 Points): Visit an art exhibition, volunteer for an event at a local art organization, or contact an art professional. Have a conversation with someone about it. Submit a paragraph on Canvas about your experience interacting with a member of the art community.

Final Project and Participation / Presentation During Rough-cut Sessions (250 points): This is the culmination of your work this semester. Your critical feedback and your final work should demonstrate an advanced engagement with and knowledge of the techniques and concepts of the moving image.

COURSE SCHEDULE SPRING 2022 – SUBJECT TO CHANGE

<p>WEEK 1 / Mon Feb 7 & Wed Feb 9</p> <p>Introduction to course and each other. Overview of required materials. Experimental and Expanded Animation (vs Traditional).</p> <p>5:00pm ADVANCED STUDENT MEETING on Zoom</p>	<p>Homework:</p> <ol style="list-style-type: none"> 1. Open a Vimeo account, join 326 group 2. Write your semester-long project proposal
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<p>WEEK 2 / Mon Feb 14 & Wed Feb 16</p> <p>ADVANCED STUDENT PROPOSALS DUE SUN, Feb 13</p> <p>Individual Meetings TBD</p> <p>**ADVANCED STUDENT PRESENTATIONS DUE</p> <p>2/16 OR 2/21</p>	<p>Homework:</p> <p>Prepare your 8-minute presentation</p>
<p>WEEK 3 / Mon Feb 21 & Wed Feb 23</p> <p>**ADVANCED STUDENT PRESENTATIONS DUE</p> <p>2/16 OR 2/21</p>	<p>Homework:</p> <ol style="list-style-type: none"> 1. Research artists from list. 2. Pre-production planning and storyboards / sketching
<p>WEEK 4 / Mon Feb 28 & Wed Mar 2</p> <p>Project Production / LAB</p>	<p>Homework:</p> <p>Research artists from list. And/or material research</p>
<p>WEEK 5 / Mon Mar 7 & Wed Mar 9</p> <p><u>326 CRIT: Audio versions of Exercises 2 and 3.</u></p> <p>**ADVANCED STUDENT CRIT 1</p>	<p>Homework:</p> <p>Project Production</p>
<p>WEEK 6 / Mon Mar 14 & Wed Mar 16</p> <p>Project Production / LAB</p> <p><u>326 CRIT Project 1: Animated Collage</u></p>	<p>Homework:</p> <p>Project Production</p>
<p>WEEK 7 / Mon Mar 21 & Wed Mar 23</p> <p>**ADVANCED STUDENT CRIT 2</p>	<p>Homework:</p> <p>Project Production</p>
<p>WEEK 8 / Mon Mar 28 & Wed Mar 30</p> <p>Spring Break – NO CLASSES</p>	<p>Homework:</p> <p>Project Production / Editing</p>
<p>WEEK 9 / Mon Apr 4 & Wed Apr 6</p> <p>Project Production / LAB</p> <p><u>CRIT Project 2: Rotoscoping and Layers</u></p>	<p>Homework:</p> <p>Project Production / Editing / Post Production.</p>
<p>WEEK 10 / Mon Apr 11 & Wed Apr 13</p> <p>Project Production / LAB</p>	<p>Homework:</p> <p>Editing / Post Production.</p>

<p>WEEK 11 / Mon Apr 18 & Wed Apr 20</p> <p>Project Production / LAB **ADVANCED STUDENT CRIT 3</p>	<p>Homework:</p> <p>Editing / Post Production / Installation Prep</p>
<p>WEEK 12 / Mon Apr 25 & Wed Apr 27</p> <p>Project Production / LAB</p>	<p>Homework:</p> <ol style="list-style-type: none"> 1. Attend Tues April 26 screening of Black Maria Film Festival at Colloquium 2. Written Response on TEFF Due
<p>WEEK 13 / Mon May 2 & Wed May 4</p> <p>326 Rough-Cut Group 1 / Advanced Rough-Cut Project Production / LAB</p>	<p>Homework:</p> <p>Attend Friday May 6 Receptions: MFA Thesis & Lynn Sharp Award Show at The Delaware Contemporary from 5-9PM</p>
<p>WEEK 14 / Mon May 9 & Wed May 11</p> <p>326 Rough-Cut Group 2 / Advanced Rough-Cut Project Production / LAB</p>	<p>Homework:</p> <p>Attend Tues, May 10: Fine Art & Visual Communications-BFA Exhibitions in Recitation & Taylor Hall Gallery Receptions, 6:30 - 8:00 PM</p>
<p>WEEK 15 / Mon May 16 / Final Class</p> <p><u>Final Critique: Project 3 Final Project.</u> Advanced Final Crit</p>	<p><u>All projects DUE and posted on-line—Canvas and Vimeo.</u></p>