

ART 398: Digital Video 2: Intermediate Studies in Video
SPRING 2011, Tues and Thurs 9:00-11:30

Instructor: Krista Steinke

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Office Hours: Thursdays 12:00-4:00 or by appointment

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***Please note that email is the best way to communicate with me

This course is intended to provide Intermediate students with the opportunity to further develop their work and clarify their individual "voices" in the context of video, film, and electronic media. Frequent workshops will expand upon the concepts and techniques covered in Video 1, covering areas such as special equipment, lighting, sound recording/mixing, advanced editing, special effects, and creating a DVD. Projects will consist of short, video sketches that highlight particular technical skills and several longer projects that will conceptually explore a variety of genres in electronic media (i.e., documentary, narrative, experimental, animation, interactive, installation). Outside weekly reading is an essential component to this course which gives students a critical, theoretical, and artistic context in which to develop their own work as well as provide a platform for class discussion on issues pertaining to art and media culture. Assignments will include various pre-production, production, and post-production deadlines where progress can be assessed and critical discussion can take place. Classes will be structured around group and individual critiques, screenings of works by prominent video makers and digital artists, technical demonstrations as needed, readings about the history and technology of video and electronic art, and presentations from students. The semester will culminate with the Moravian Student Video Festival in late April. Every video student will be required to submit at least one work to the festival as well as participate in organizing and facilitating the event.

GOALS:

Students will:

- apply the basic rhythms of the creative process in order to apply concepts of problem solving to generate ideas as it applies to this medium.
- create time-base work that incorporates the formal elements and principals of design.
- build on the basic technical skills covered in Video 1 and be able to creatively apply these in their work.
- understand the fundamental language of digital imagery and be able to formally and conceptually critique and analyze time base art.
- expand their knowledge of the history of film, video, and electronic art and be able to critically address media related arts in relationship to the progress of society.

REQUIREMENTS:

- On time attendance for every class meeting
- Prepare work on time for critique
- Keep a sketchbook/journal/notebook
- Complete all class readings
- Complete 4 main projects and several shorter tutorials and shooting exercises
- Attend required lectures, film screenings, or art exhibits outside of class that pertain to course topics
- Actively participate and contribute to class discussion and critique
- Take a Mid-term Quiz on vocabulary and technical information
- Present on a class topic
- Make Final Portfolio DVD

There will be approx. 4 main projects and 2 group projects:

- Intro to Video: mini documentary group project
- Gunsmoke editing project
- Video Metaphor and special Effects/creative sound
- Social or Political Message
- Final Project
- Film Premiere Trailer and Intro group project

HOME WORK:

Homework will average 6-8 hours a week and will vary from reading material, writing assignments, storyboards, etc. The workload in this class comes in waves. Some weeks there will be no homework with a warning that production week is coming where students will have to spend a good deal of time after class due to editing or production demands. It is a good idea to always be aware of deadlines in order to budget your time accordingly.

READING ASSIGNMENTS

I believe that reading is a valuable part of the creative process. You will be assigned short reading assignments and should be prepared to discuss in class or write a brief analytical response in your sketchbook.

FILM/VIDEO SCREENINGS:

One of the best ways to learn about video and filmmaking is to see as many films and exhibitions as you can. We will try to have at least one screening a week as time permits. It will be helpful if you have a membership to a video rental place. At times, I will assign films to review for homework. Outside of weekly in-class screenings, we will attend at least one film/exhibition together as a class.

MIDTERM QUIZ:

There will be at least one quiz given on vocabulary and technical information. It is important that you take notes during class lectures, discussions, and slide presentations.

PAPER AND PRESENTATION:

Students will be expected to write a short paper on an issue pertaining to video, film, or digital media. Students will give a short in class presentation with visuals on the topic.

SKETCHBOOK:

Students are required to keep a sketchbook/journal/notebook. Sketchbook assignments may be given during the semester such as storyboards or shot lists. You should also strive to make at least 2 contributions a week on your own— technical notes, vocabulary terms, ideas, collages, vocabulary, drawings, useful websites, anything that will enhance your performance and work in the class. As a student of art (in any medium), you should get into the habit of carrying a sketchbook with you at all times.

FIELDTRIP/ ART DEPT. EVENTS:

- Students are required to attend the department fieldtrip to New York City on April 8th.
- All art students are also required to attend the Rudy Ackerman Visiting Artist Lecture this semester, Wed, March 2nd
- Arts and Lecture Event: A D Coleman (Early April: tentative)
- Art students are required to attend the Thursday night opening in the Payne Gallery on Jan 27 and March 17, 6:30. The Senior Exhibition opening will be in early May.

FINAL PORTFOLIO/VIDEO REEL:

A final portfolio of your work submitted to me on DVD will be due at the end of the semester. (*I will go into this in more detail later in the semester*) Be sure to **SAVE** and **DOCUMENT** all your assignments. Work that is lost will be counted off. It is YOUR responsibility and part of your grade to back work up beyond the computer desktop.

PARTICIPATION:

Students will be graded on participation in class critiques, discussions, etc. (attendance is mandatory at all critiques and reviews). I believe in setting up a classroom community that encourages a healthy, open exchange of ideas. Learning is a collaborative process and every student's input is a valuable contribution.

TEXTS:

You may want to have a technical text on Final Cut Pro for your personal reference. There are several books to choose from (cheapest place to purchase is Amazon.com – but most larger bookstores should carry these) – here are my suggestions...

Diana Weynand, Final Cut Pro Express, Editing Professional Video

Apple Computer, Inc. Final Cut Pro User's Manual.

Lisa Brennells: Final Cut Pro Visual Quickstart

Richard Harrington and Abba Shapiro, Final Cut Pro: On the Spot

OTHER TECHNICAL REFERENCES:

(most of these you can borrow from me – I have them in my office)

Dancyger, Ken. The Technique of Film and Video Editing, Theory and Practice.

Des Lyver & Graham Swainson, Basics of Video Production

Graham, Lisa, The Principles of Interactive Design

Hillman, David, Multimedia, Technology and Applications.

Robert B. Musburger, Single Camera Video Production

Roth, Cliff. The Low Budget Video Bible.

OTHER SUGGESTED TEXTS:

*readings for the class will be taken from the following sources:

Christiane Paul, Thames and Hudson: World of Art, Digital Art

Hall, Doug and Fifer, Sally Jo. eds. Illuminating Video: An Essential Guide to Video Art.

Hanhardt, John, Video Culture

Heiferman, Marvin and Philips, Lisa, Image World: Art and Media Culture

Postam, Neil, Amusing Ourselves to Death

Lev Manovich, The Language of New Media

Patrice Petro, Fugitive Images: From Photography to Video (Theories of contemporary Culture)

Mark B.N. Hanson, New Philosophy for New Media

Jay David Bolter, Remediation: Understanding New Media

A.L. Rees, A History of Experimental Film and Video

Michael Rush, New Media in Late 20th Century Art (World of Art)

Micahael Rush, Video Art

Micahel Renov, Resolutions: Contemporary Video Practices

James Monaco, How to Read a Film: The World of Movies, Media, Multimedia, Language, History, Theory

Peter Lunenfeld, Snap To Grid: A User's the Digital Arts, Media, and Cultures

Rachel Greene, Internet Art (World of Art)

Catherine Elwes by Video Art: A Guided Tour

MATERIALS:

Camera: Students may want to have their own video camera, however, there are six video cameras available for checkout.

*****All students enrolled in digital media courses are now required to have an external hard drive for storage of work.*****

- A folder specifically to hold reading handouts and technical information sheets
- Mini DV tapes – 2-3 60-minute Standard Play for digital camera
- Rewritable DVDs for storage and portfolio (end of semester)
- Headphones – long enough cord to plug into computer jack

OPTIONAL

Tripod, lighting, dolly, and other “shooting” equipment (also available to checkout)

Microphones and boom poles (available for checkout)

ATTENDANCE:

The Art Department established this department-wide attendance policy to apply to students in all art classes.

PLEASE READ CAREFULLY.

After the second **unexcused absence**, final grade will be dropped by one full letter.

After the fourth **unexcused absence**, student will receive a failing final grade.

- An excused absence is one confirmed by a note from the Dean's Office, Student Services, the Learning Center, or verified with a doctor's note (within 24 hours of illness). Death in family should be confirmed with Student Services.
- Documentation is required for sports. Coach should email a note to instructor confirming matches, meets, departure time for away games, or anything that would require absence from class. Practice is not an excused absence.
- Job interviews or doctor's/dentist's appointments are not to be scheduled during class and are not excused.

• **Missing Portions of Class: The following count as unexcused absences**

- More than 15 minutes late for class
- Failure to bring supplies to class
- Failure to return from break
- Leaving class half an hour or more early without permission
- Being tardy more than 3 times. Tardiness: being 5 to 15 minutes late for class

NOTE: If you are late or absent, it is your responsibility (not the professor's) to find out what you missed and to catch up in a timely manner.

GRADING:

This class is based on the concept of mastery. Students will be assessed through frequent critiques, classroom projects, homework assignments, and a quiz on technical material. Again, it is important to note that students will be graded on class participation, especially during critiques. Students will be made aware of the expectations for each assignment in terms of grading.

Both the **form** and the **content** of work will be evaluated on each project, as well as *effort, originality, personal progress, and timely completion of assignment*. While competency in basic skills can be objectively determined, creativity and aesthetics are more subjective. The instructor reserves the right to apply qualitative judgments in determining grades.

GRADING CRITERIA IN VIDEO:

-MASTERY OF TECHNICAL SKILLS AND CRAFTSMANSHIP

-TIME BASED DESIGN PRINCIPALS

-CONTENT/ SUBJECT MATTER/ CONCEPT/ IDEA/ CREATIVITY

-FULLFILLMENT AND UNDERSTANDING OF ASSIGNMENT CONCEPTS AND REQUIREMENTS (including completing project on time)

-EFFORT AND ENGAGEMENT

- "A": Excellent, outstanding achievement and mastery of skills
- "B": Good- average attainment – may need some minor improvements in certain areas
- "C": Adequate understanding of essentials – fulfills assignment but lacking in content, effort, and/or skill.
- "D": does not fulfill assignment and exhibits little skill, effort, and thought.
- "F": Failure, no credit
- "I" Incomplete

Individual Assignments	50%
Quiz	10%
Paper/Presentation	10%
Class Participation	20%
Final DVD Portfolio	10%
TOTAL POINTS	100

GRADE SCALE:

A = 94-100

A-=90-93

B+=88-89

B=84-87

B-=80-83

C+=78-79

C=74-77

C-=70-73

D=69-61

F=60 and below

NOTE: Criteria for an "A":

Consistently going beyond the basic requirements of the course/ each assignment

Innovative and meaningful solutions for all assignments, both conceptually and formally

Demonstrates technical expertise and evidence of competency in techniques learned or discussed in class

Productive use of class time
Homework assignments that show a strong degree of effort and engagement
Clean, well crafted presentation
Consistent, on time attendance and active engagement while in class
All work completed and submitted on time
Class participation as outlined in syllabus

LATE ASSIGNMENTS:

I will mark down all late projects one letter grade for each class period they are late unless you give me a satisfactory reason (in my estimation) for their lateness. Projects may be reworked for the final portfolio review.

CELL PHONES AND EMAIL:

All phones must be turned to the Silent position. No texting while in class. If working in a computer lab, absolutely no emailing during class lectures, critiques, or demonstrations. Students that abuse this rule will be marked down on "participation" grade.

DISABILITY STATEMENT:

Students who wish to request accommodations in this class for a disability should contact Mr. Joe Kempfer, Assistant Director of Learning Services for Disability Support, 1307 Main Street (extension 1510). Accommodations cannot be provided until authorization is received from the office of Learning Services.

ACADEMIC HONESTY POLICY:

Plagiarism in any form will not be tolerated and will result in a failing grade. Cheating on exams or quizzes is not tolerated and will result in a failing grade. Written assignments are designed to engage students with material covered in class through personal reaction. Papers must be your own thoughts, ideas, impressions, or reflections. The Internet can provide valuable source material, but remember that not all published sites are legitimate. Be aware that I read student papers on this subject every semester and I am very familiar with a variety of information published on the web.

Students who violate the standards of academic honesty face serious disciplinary consequences, including referral before the honor council and/or immediate course failure. For further information, please refer to the Moravian College policy in the Student Handbook.

CLEANLINESS AND LAB RULES:

It is the job of every student to leave the classroom better than the way they found it. Disrespecting your environment and those around you implies poor participation and may affect your grade. We will discuss lab rules in class. Please no food or open drink containers in the lab at any time.

OTHER RESOURCES:

MAGAZINES/NEW PAPER/ TV- The Art Department also has a selection of periodicals that you may browse through. Many of these feature articles on video art and film.

***I especially recommend looking at WIRED, ART FORUM, and FLASHART

Exhibits/Film Screenings- In addition to the Bethlehem/Easton area, there are countless galleries and museums in New York and Philadelphia that are well worth visiting. At least one field trip to an art space will be scheduled for the class. The Southside Film Festival is a popular group that meets in the area every month for film screenings. You can check out their website, www.southsidefilmfestival.com. The actual "Southside Film Festival" takes place in early June and it is an amazing event to either participate in or just attend. They usually have interesting opportunities for students. Also, keep your eyes out for other opportunities such as local student film festivals – Lehigh University has one and there are several others in the area. You may want to submit your own work for public screening.

Internet- The web is the newest and most popular venue for independent filmmakers and video artists. Go to Google/Vimeo or another search engine and search for various topics pertaining to video.

There is a lot out there – both good and bad. Be observant and critical of what you see in the media. Bring to class any interesting finds!