

Video Art 1 / ART 3235

Metropolitan State College of Denver

Spring 2010 T_R 7-9.30p WC 277B

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Course Description

This course provides an introduction to the topic of video imaging as art. Technical components include all aspects of image production: image acquisition and digitization, basic editing and final output. The history, theory and criticism of experimental video art of the second half of the 20th century are discussed as well. This is a studio-based art course and ample time will be allotted to the production of creative output.

Learning Objectives

1. Demonstrate technical aptitude in the use of industry standard digital video and audio editing software.
2. Plan and produce short digital projects incorporating aesthetic, conceptual and technical issues, designing visually effective and compelling video experiences.
3. Understand the principles of linear and non-linear narrative structure.
4. Demonstrate aptitude in audio and visual synchronization
5. Identify precedents for contemporary video artwork.
6. Critically analyze conceptual and aesthetic aspects of finished and in-progress work.
7. Develop and expand an individualized approach to art making, and further mature a personal ideology in regards to aesthetics and concept.

Learning Tools

required:

A History of Video Art: The Development of Form and Function

by Chris Meigh-Andrews.

referenced:

Video Art, by Martin, Dr. Sylvia.

www.lynda.com (online video tutorials)

Course Requirements

- Five completed video projects.
 - pop video / net video
 - performance video
 - micro / monumental video
 - installation / site-specific video
 - final video piece (open theme)
- Multiple in-class technical exercises and mini projects.
- Completion of reading and written assignments.
- Artist presentation
- Acquisition and maintenance of personal blog
- Participation in class discussions, critiques, and video productions.
- Expectation to put in adequate work time outside of class.

Materials

- Video Camera [we will discuss this in class]
- supplemental media for cameras (mini dv tapes / flash memory cards)
- External firewire drive (7200-rpm)
- Headphones for shooting/ editing during lab times

Attendance

Attendance is required. If you are not in class, you are considered absent. This class meets twice weekly, three absences will be tolerated before a final grade is affected. A fourth absence will lower your grade by one full letter (B to C, for example). Each absence beyond the fourth will lower the final grade by another full letter grade.

You are reminded that lateness is both rude and distracting. Please make every effort to be punctual. Excessive tardiness will prejudice your final grade. Attendance is always required on Studio Days. It is expected that you will be properly prepared to work during class time. If you are not prepared to complete the required work on the required day you will be considered absent.

You are required to work outside of class on assignments and projects. There will not be enough time during class times for you to complete your assignments. Projects are due at the beginning of class on critique days. If you present work on the first day and then do not attend the second day of critique, you will lose a letter

grade on that project. Failure to attend the final critique will result in a failing grade for the course.

Due Dates

All assignments are due at the start of class on the day indicated on the assignment sheet. If you are late so is your work. Work will not be accepted unless you arrive with it. Work delivered by anyone else will not be accepted. Due dates coincide with critiques and your work will not be critiqued unless you are in attendance on the relevant day. Failure to complete an assignment on time will result negatively on the project grade. It is the student's responsibility to complete each assignment in a timely manner. It is the student's responsibility to resolve each assignment in accordance to the written instructions given. In addition, it is the student's responsibility to confirm and/or clarify a point prior to resolving an assignment. Class time and/or office hours are appropriate times to do this. Incomplete work will not be given "suggestions" during critique. If the student requires additional explanation, this will be offered at the end of critique- if time is available, or in office hours.

Please Note

I do not accept assignments that contain any work from other courses or any older work. Opinions on such work may be sought in office hours. If your intent is to re-interpret an idea from another class you must disclose this fact before making the work to verify that it is acceptable. Do not guess or assume my position regarding use of previously existing material. Lack of disclosure or other deceit will result in a failing grade for the assignment.

Disclaimer

Please note: This course may be discussing, reading or viewing content of a sexual nature and content may express diverse political points of view. Please feel free to leave class in the event that you are bothered by the material.

Breakdown of Letter Grades

This course is comprised of smaller technical assignments and larger projects. Assignments are weighted at 40% and projects are weighted at 60%. Assignment grades are generally graded as complete/incomplete. Your grade for individual projects will be an evaluation of creativity and craftsmanship. Creativity is your individual and unique approach to the assignment. Craftsmanship is your level of mastery of the technical aspects of digital art, including presentation. Other factors that will affect your grade include participation in class discussions, ability to respond to criticism and relate to suggestions for improvement to your work. Active participation in class can raise your grade. The converse is true. Extra Credit is available upon request.

Project Grades:

A = Superior

The grade A indicates that work is superlative and surpasses expectations for the assignment, that critique participation is exceptional, often leading discussions with full interest in other students' ideas and work.

B = Above Average

The grade B indicates that work is extraordinary and goes beyond the minimal requirements of an assignment, that critique participation is exemplary and fully respectful of other students' ideas.

C = Average

The grade C indicates that work is completed as assigned, that participation in the critique is regular and fully respectful of other students' ideas.

D = Below Average

The grade D indicates that work is completed, but is not completed as assigned, that participation in critique is sporadic or minimal.

F = Failure

The grade F indicates that work is not completed as assigned and that there is minimal or no participation in the assignment critique.

Final course grade:

Breakdown:

Projects 60%

Assignments 40%

A = Superior. The student demonstrated a determined attitude. The student conscientiously explored the stated requirements of the class and that class participation was exceptional, often leading discussions with full interest in other students' ideas and work. The

student showed a strong desire to learn and produced high quality work on time, every time.

- B = Above Average. The student went beyond the stated requirements and produced effective work and that class participation was exemplary and fully respectful of other students' ideas.
- C = Average. This is the grade received by fulfilling the stated requirements of the class. The student demonstrated an understanding of skills and concepts and applied them, with thought, to their work and that class participation was regular and fully respectful of other students' ideas. The student produced competent work.
- D = Below Average. Weak work, some basic skills acquired but little or no consideration of their application relative to the stated requirements of the class and that class participation was sporadic or minimal. The student did not demonstrate a strong desire to learn.
- F = Failure. Missing and/or incomplete work, poor attitude, and a general disregard for the stated requirements of the class, and/or six or more absences, and/or minimal or no participation in class critiques and discussions

Critique

As a class we will work together to develop a constructive critique methodology based on respect, honesty and mindfulness. Critiques can be difficult at times, but if you each make a personal commitment to contributing as much as you expect to get out of them and to treating all your classmates with the same respect and attention you would ask for yourself, you will all grow tremendously as visual artists. Discriminatory or derogatory jokes or remarks towards any person or persons will not be tolerated.

Attendance of all class critiques is MANDATORY. Failure to attend critique on your day to show your work will result in a failing grade for that project. Failure to attend when your fellow classmates are showing will result in a lowering of one letter grade of your project. Being late to critique is an automatic 5 points off your project grade. Failure to attend final class critique days will result in a failing course grade. It is important for everyone to be present and to start on time in order to adequately critique everyone's work. Your participation in critique is important. It will be considered as a component of your project grade and your final grade. You are not expected to talk constantly, but you are expected to be attentive and aware.

Open Studio

Studio time will be built into this class. This time is for you to work under supervision in the studio. This is the best time to ask me specific questions about your work, get feedback on your work in progress. It is expected that you will have enough work to occupy the full class period.

Computer Issues

Occasionally, problems do arise. Files can be accidentally erased, disks can be corrupted, networks can crash, and printers can break down. Be prepared! Backup all files. Disks are cheap. Time is not.

Course Policies

- NO FOOD OR DRINK IN THE COMPUTER LAB.
- When in class, work should be done for this class only.
- It is expected that distracting items, unrelated to this course, do not interfere with the studio experience.

