

FND 111: Time Arts

SPRING 2008

Tuesdays, 1:30 pm- 6:00 pm
Room 207 Shaffer Art Building
<http://blackboard.syr.edu>
<http://vpa.syr.edu/foundation/111reader/>

Instructor: Joanna Spitzner

Phone: (office) 443-1388
email: jspitzne@syr.edu
Office: 345 Shaffer
Mailbox: 102 Shaffer
Office Hours: T 12-1, 6-7pm, W 12:30-1 pm
and by appointment

This class is part of the curriculum because time-based art forms are an increasingly important part of contemporary art and design practices.

Conventional understandings of art and design focus on perception of space—how something is composed on a surface, is “read” as an image, or is perceived as a form. In this class, we will focus on how to compose in time, how things are experiences. Artists have always been engaged in culture—how we think about and experience life. Technology is closely aligned to our sense of time not only because it can record it, but also because it affects how we experience it.

We will be exploring different media in this class: image sequences, video, audio, performance, and web-based work; and we will be learning a lot of technical things. Most important is how you think about a work in time, experience it, compose it, and bring in your own ideas and research into your work. How are these different media related? How are they different? What are other ways of working in time? What way of working is most appropriate to your idea? How do you develop your ideas? These are the questions for this course.

Every week, for the first 12 weeks, a concept will be presented in class. You will then have one week to complete an assignment in relation to that concept. You should spend at least five hours on this assignment. I realize that this is not a lot of time, so I am looking for how you engage with that concept, and not necessarily a masterpiece. Your weekly work should show your understanding of the concept, your own idea(s) in relation to it, your experiments, and ability and carry it out competently in the medium chosen. Your process is important. **Ideas and experimentation are more important than being a computer wiz in this class.** At the end of class, you will have one month to complete a final project of your choice. This will be a chance to go into more depth and make your masterpiece.

Your weekly assignments should be archived in 2 ways:

- 1) post it on your blog. This should be done before the class on which it is due.
- 2) save it in a high quality format (I'll go over this) that can later be used to compile all on a DVD [remember to do this]

Course Objectives

In this class, we will explore ways in which to make art with time as its foundation. Various media and many approaches will be investigated in relation to conceptual, formal and technical ways in which to shape a work that unfolds in time.

The goals of this course are:

- To understand how time can be a basis for art and design through the use of performance, sound, animation, video and computer technology.
- To understand and use the concepts of time-based art and design. (sequence, simultaneity, narrative, motion, interactivity and perception)
- To understand the nature of aesthetic experience in time.
- To develop creative skills through the use of digital and analog equipment.
- To develop critical awareness of technology's role in society.
- To develop critical thinking and research methods.
- To understand how cultural, formal and technical issues inform and shape works of art and design.

Content:

Specific time-based forms used by artists will be presented, such as sequential imagery, photo sequence and text, language, performance, audio works, film theory, video and multimedia. Technical, historical and theoretical material will be covered to give students a broad base from which to work. The class will include lectures, discussions, technical workshops, critique and studio time.

Requirements

- Attendance and participation in discussions (more than 2 absences will drop your grade a letter, you will fail if you have more than 3 absences)
- Participation in workshop / laboratory sessions. Students will participate in other students' events, group activities, and create their own in-class projects.
- On-time completion of homework assignments and projects.
- **An open mind and a willingness to explore!!**
- **Plan on approximately five hours of work per week outside of class.**

Grading and Evaluation

Overall evaluations will be based on quality of class participation, comprehension of ideas presented, and successful completion of projects as well as level of work accomplished. In evaluating individual projects, I will pay attention to your ability to develop and work through ideas, what criteria you have set up for yourself (including how you challenge yourself) and how your intention for a piece relates to its format and construction. When an assignment is given, I will give you a written sheet that outlines its objectives. These will be used in the criteria for grading. In addition to class discussion, I will give written critiques for each project completed, and will attempt to give these to you in a timely fashion.

If you like numbers, here is how I figure out your grade:

- Weekly Assignments [5.5% each]: 55%
- Independent project: 15%
- Blog and DVD portfolio: 10%
- Participation: 10%
- Overall growth and experimentation: 10%

Late projects and absences

For every day (including weekends) past the due date that an assignment is late, I will deduct 10 points from your grade. Assignments will not be accepted after **one week**, unless you have discussed it with me. **No more than 3 absences are allowed for the class.** Three latenesses to class will equal one absence. If you have an health problem or an excused absence please make sure to give me the paperwork. **Do not skip class if you don't have your homework done.** I would rather you came, otherwise you will fall more behind. Talk to me if you are experiencing difficulties, I am willing to work with you in a reasonable manner.

Information and Readings

Technical information (how to do things) is available at <http://vpa.syr.edu/foundation/111reader>
A link to this site is on Blackboard. Whatever your level of technical proficiency, I hope that you will become comfortable with technology; part of this process involves frustration and problem-solving, and learning how to look up how to do things.

Readings will be posted on Blackboard. I will also assign readings that I will photocopy for you. Please keep these in a binder—I am a fan of the three-hole punch.

Materials

Materials will vary according to projects, but I suggest you have the following:

Required: An External Hard drive.

Bring this to every class!! You will be storing all your work in it. This may seem expensive, but you will be able to use this for years. You should have received a letter explaining what to get from Other World Computing [<http://eshop.macsales.com>]

If you don't buy one the recommended drives, please try to get one with the following:

- Connects via FireWire (most drives connect via USB 2.0. On Macs, Firewire is faster.)
 - Spindle speed of 7200 rpm
 - Cache of at least 8 mB
-
- Binder for keeping handouts
 - sketchbook and drawing materials
 - several DVD-R discs

Optional

- mini DV video tape
- ipod or flash drive
- CD-R, CD-RW discs

If you have your own computer use it, if you have a laptop, bring it to class. Although some software is cross platform, we will be using iMovie and iDVD, which is not available on Windows machines. There is no need to buy software; if we are using software you do not have, I will assist you in getting trial versions or freeware.

Software used in this class:

- Mac OS X
- Mozilla Firefox (cross-platform, free, at: <http://www.mozilla.com/firefox/>)
- Audacity (cross-platform, free, at: <http://audacity.sourceforge.net/>)
- Adobe Photoshop (trial version (good for 30 days)at <http://www.adobe.com/downloads/>)
- Seashore is an alternative, open source image editing program (<http://seashore.sourceforge.net/index.php>)
- Apple iPhoto(comes with OS X)
- Apple iMovie (comes with OS X)* use iMovie HD6 NOT iMovie08
[\[http://www.apple.com/support/downloads/imovieHD6.html\]](http://www.apple.com/support/downloads/imovieHD6.html)
- Apple iDVD(comes with OS X)

Optional software

- Open source software: <http://www.opensourcemac.org/>
- Apple Final Cut Pro or Final Cut Express (for video editing)
- Dreamweaver (for website design) or Nvu
- Flash (for website design, animation, interactive things)
- Fetch (for uploading files to your website or other server)

Equipment:

The following equipment can be signed out from the time arts studio for a specified loan period. Please take care of all equipment, and be on time in returning it.

- Digital Video Camera
- Digital Still Camera
- Audio Recorders
- Portable Stereo Microphone
- Tripod
- Video Lighting Kit

It is recommended that you reserve equipment ahead of time. Reservation sheets are posted in the lab.

Open Studio Hours

207 Shaffer is open on weekends and evenings. These are the times you can check in and out equipment, use lab computers, or get help.

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00-12:30 CLASS		8:00-12:30 CLASS		8:00-12:30 CLASS		
12:30-1:30 EQUIPMENT CHECK IN OUT					12:00-4:00 Studio Hours	12:00-9:00 Studio Hours
3:00-6:00 CLASS	1:30-6:00 CLASS	1:00-11:00 Studio Hours	1:30-6:00 CLASS			
7:00-11:00 Studio Hours	7:00-11:00 Studio Hours		7:00-11:00 Studio Hours			

Your Blog

You will be required to maintain a blog for this class (we will set this up in class). Think of your blog as your electronic sketchbook. You will use it to post your assignments. You will also use it to post your thoughts on what you've learned in this class and develop your ideas. It will be a way for me to see how you are responding to this class, for you to see your development, and to share your work with others.

Blackboard

Course materials, such as assignments, technical information and other resources will be posted on the Blackboard course site, located at <http://blackboard.syr.edu>. Login using your SU NetID and password. If you miss a class, this will be a good resource to see what we did (not that you're planning to miss any classes).

Program Fee

Your program fee is used for materials and resources utilized in this class, such as the creation and maintenance of the Time Arts Lab, provision of low cost media, time-arts supplies, example videos and books.

Special Accommodations

If you need special assistance because of a documented special need, please see me during the first or second week of classes.

If you are having any difficulties in the class, please feel that you can discuss them with me.

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Joanna Spitzner (jspitzne@syr.edu)

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Course Outline (subject to change)

WEEK 1: January 15

Go over syllabus, lab and equipment, hard drives

Introductions, posted on blip.tv

How to use video cameras

Assignment 1 given: Documentation/Depiction

Examples: Ellie Harrison, Day-to-Day Data, Tching Hsieh

Readings: "Approaches to What?" Perec, Shield Diary excerpt, excerpts Day to Day Data

WEEK 2: DATA January 22

Create blog and blip.tv account, set up cross-posting

Share documentation and class discussion on how to present

Work time

Technical: how to make a blog, how to scan

WEEK 3: NARRATIVE January 29

Assignment 1 due, critique

How to save files for this class

Assignment 2: Narrative and Memory

Writing workshop

How to import and edit stills in iMovie

Reading: Einstein's Dreams, Matt Madden, excerpts from 99 Ways to Tell a Story

Excerpts from Understanding Comics

WEEK 4: COMPOSITION February 5

Assignment 2 due, critique

Assignment 3 given: Abstract Animation

Composition of shots, visual images over time

Watch Rhythmus 21, Symphonie Diagonale

Introduction to Photoshop

Introduction to creating frame-by-frame animation in iMovie

WEEK 5: SIMULTANEITY February 12

Assignment 3 due, critique

Assignment 4: Simultaneity

Examples: Time Code, Conversations about Women

How to edit audio in iMovie, using Splitscreen plugin

WEEK 6: RHYTHM February 19

Assignment 4 due critique

Audio examples, Introduction to properties of sound

How to use Audacity and audio recorders

Assignment 5 given: Rhythmanalysis

Reading: "Scenes from a Window," Lefebvre, "The Art of Noises," Russolo

WEEK 7: APPROPRIATION February 26

Assignment 5 due, critique

Understanding Mass Media

Watch excerpts from Outfoxed, Merchants of Cool, the Persuaders, Illegal Art

Editing in iMovie, importing video sources

Reading: excerpt from "Introduction to Media Studies"

WEEK 8: PODCASTING (Group Project) March 5

Assignment 6 due, critique

Artist's radio examples; dissemination, Wireless imagination, alternative media

Develop theme for class podcasts

How to Podcast

Research project introduced: brainstorm and develop ideas for independent project

SPRING BREAK

WEEK 9: MONTAGE/COLLAGE March 18

Assignment 7 due, critique

Video lighting and shooting

Editing structures, Eisenstein

Discussion on research projects, develop plan for work

Reading: Continuity editing, excerpt from "Film Form," Eisenstein

WEEK 10: INTERACTION March 25

Assignment 8 due, critique

Performance art and interactive art

Class recreations of performances

Readings: "Participation Performance," Allan Kaprow

WEEK 11: PROCEDURE/GENERATIVE ART April 1

Assignment 9 due, critique

Programming structures, conceptual art, game theory, Diagramming

3 sketches due for independent project

Readings: TBA

WEEK 12: DVD creation April 8

Assignment 10 due, critique

How to use iDVD

Research on artist due (posted on blog)

Assignment: DVD portfolio

WEEK 13: April 15

Present independent project work in progress

Work time

WEEK 14: April 22 NO CLASSES: MAYFEST

WEEK 15: April 29

Final class

DVD portfolios due / Final projects due