# EXPERIMENTAL MEDIA

VSAR 380- 01 ST: Experimental Media Production, Fall 2014

1 PM – 3:45 PM, Wednesdays, Arts 340/342
Instructor: Curtis Bracher
E-mail: teach@curtisbracher.info - Use email for **all** out-of-class communication
Office hours: Wed 12:00-1 ARTS 355

## Course Description

This course is designed to explore approaches, processes, histories and uses of experimental media production within the context of art making.

Students will study various forms of experimental cinema and video. They will produce several short experimental hi-definition digital productions that explore sounds and image relationships, narrative and non-narrative structures.

It teaches the basics of video production and post-production, basic editing and effects, and the application of these techniques in multi and single monitor art forms.

It supports students in development of their personal approach to art making and to work creatively in collaborative teams.

## Learning Objectives

- Students learn the basics of video production and post-production in order to make their own work.
- Students learn a vocabulary related to experimental media, and are able to use it when talking about their work and the work of others.
- Students explore non-traditional ways of using media that do not have entertainment or commercial applications as their final goal.
- Students learn methods and approaches to develop their own style and body of ideas from which to make their work.
- Students learn various histories of experimental media and use these to inform their own work.

## Important Dates and School Policies

### Important Dates

Last day to add class: NOW. Labor Day: Sept 1. Veterans Day: Nov. 11. Thanksgiving Break: Nov.27-28th. Dec 6th Last day of classes. Class Final: Dec 10th. Grades Due: Dec 18th.

### Academic Honesty Policy

Students will be expected to adhere to standards of academic honesty and integrity, as outlined in the Student Academic Honesty Policy. All written work and oral presentation assignments must be original work. All ideas/material that are borrowed from other sources must have appropriate references to the original sources. Any quoted material should give credit to the source and be punctuated with quotation marks.

Students are responsible for honest completion of their work including examinations. **There will be no tolerance for infractions.** The instructor reserves the right to discipline any student for academic dishonesty, in accordance with the general rules and regulations of the university. Disciplinary action may include the lowering of grades and/or the assignment of a failing grade for an exam, assignment, or the class as a whole.

Incidents of Academic Dishonesty will be reported to the **Dean of Students**. Sanctions at the University level may include suspension or expulsion from the University.

### Disability Considerations - ADA

Students with disabilities who require reasonable accommodations must be approved for services by providing appropriate and recent documentation to the Office of Disabled Student Services (DSS). This office is located in Craven Hall 5205, and can be contacted by phone at (760) 750-4905, or TTY (760) 750-4909. Students authorized by DSS to receive reasonable accommodations should meet with the instructor during her office hours in order to ensure confidentiality.

### Classroom Behavior

As this is a participatory class, please **keep a considerate attitude** throughout the semester. **Consider the classroom a safe space, worthy of your respect.**

Disruptive behavior includes (but is not limited to): making/receiving cell phone calls, leaving and returning for reasons other than an emergency, repeated tardiness, sleeping, doing other homework or any other extraneous activity in class.

Despite their importance to our daily lives, please limit **your cell phones or other electronic devices – e.g. Ipads -** usage to **class-based activities**.

You will be asked to leave, and thus considered absent, if you ignore these basic considerations. Disruptive behavior will be defined and dealt with in terms of the policies of CSUSM.

## Class Participation

A student's **participation**, in the form of **consistent attendance, contributions to class discussions and completion of course assignments,** is **required** and essential to a successful learning experience.

**Attendance** is **required** in all Art + Design classes. In each class, attendance is tied to specific learning outcomes and to course grades. Any absence will affect your ability to complete coursework successfully. Students critique and evaluate each other's work in class and it is essential for your progress and learning experience to be present to do so. **Non-attendance will result in a lower grade**. Scheduled tests, the mid-term and or the Final are weighted as **two** absences. I will take attendance at every class with a **sign-in sheet.**

Lack of attendance or tardiness results in:

**Two** absences lowers final grade **one grade.**
**Four** absences lowers final grade **two grades.**
**Five** absences lowers final grade **three grades.**
**Six** absences lowers grade **automatically to an F.**

It is crucial that you attend each class meeting **at its scheduled starting time** and be ready to work. **Habitual tardiness** and/or absence will detrimentally affect your learning and progress in the course.

You are considered absent if:
**You miss class, habitually arrive late, or leave early.**
**You are not working during class.**

**In-Class Participation**
Students are **required** to **participate** in **class projects**. These projects are designed to help facilitate students understanding and appreciation of the various techniques and processes of web design. This is not busy work. If you put forth the effort and complete the project, you will do well. Students will be informed what materials they will need. Students will be given assignment sheets explaining the requirements of each project.

**Class Assignments on Cougar Pages**
Handouts and other materials will be available on the class Cougar page. It is **your responsibility** to **check Cougar Courses regularly** for **changes**. You are enrolled in a Cougar account after the first day of class. This schedule and the assignments might be changed as the course progresses. Additional readings or assignments might be added.

**Lecture material will not be repeated, neither in class nor by email.**

**Office Hours**
As class time is for developing your current projects, please **schedule** an **office hour** visit if you have any questions about class participation.

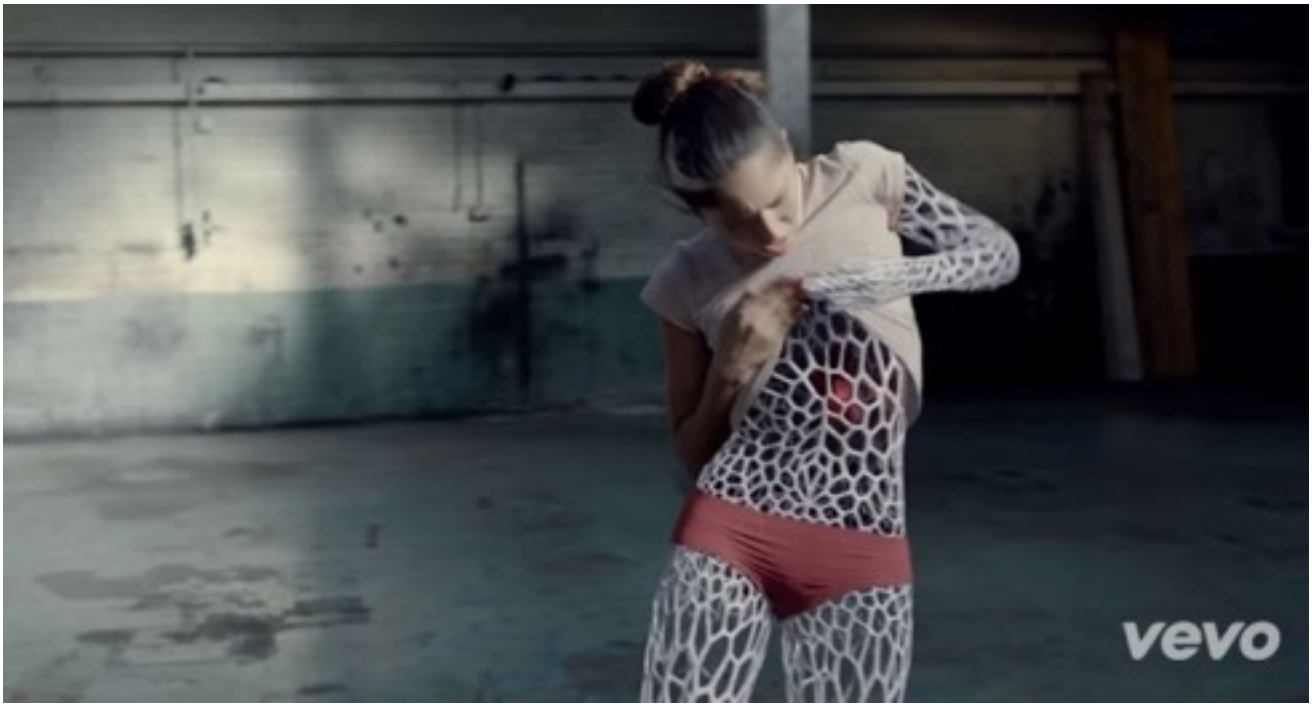
## Grading

Grades will be determined by **attendance, participation, and completion of assignments**.

Assignment of the grade breaks down as follows:

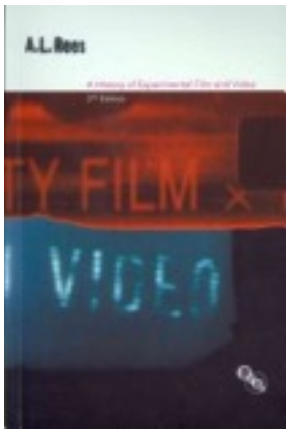
| | |
|---|---|
| 15% | Tests and Quizzes on reading material |
| 15% | Mid-Term Research Paper |
| 55% | Class Projects and Participation (Includes Attendance) |
| 15 % | Final Presentation |

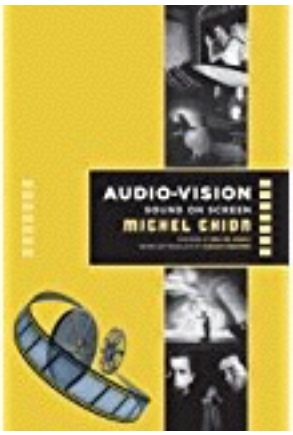
These tests/projects are necessary for the establishment of the visual / critical vocabulary that is needed in order to communicate ideas effectively in class, in assigned papers, and in the art world at large.

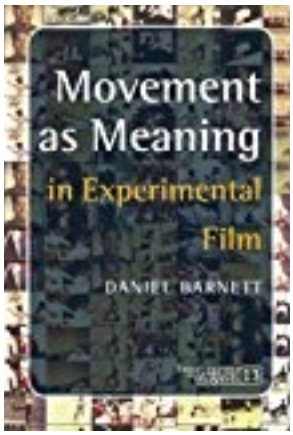


## Required Materials

**There is no required text.**
Each assignment will be accompanied by a number of articles and books suggestions, some of which will be required reading. All readings will be posted on on-line or delivered in-class. Additional readings will be added as the course progresses.








**8" x 10" Sketchbook.**
This sketchbook can take many forms, **including webspace** (an example would be Pinterest - Secret Boards) The requirement is simply that you have a place to develop and store your visual ideas.

**Digital Camera with Video Capabilities.**
At minimum, this can be Smart Phone if it has at least a 8 MP camera.

**Hard Drives**
We **highly** recommend buying your own hard drive. You will use this for all your editing and media storage. Below are portable drives that use USB 3.

- OWC Mercury
  On-The-Go® Pro (USB 2 and 3)

320 GB, 500 GB, 750 GB, 1 TB
http://eshop.macsales.com/item/Other%20World%20Computing/MSU37320GB16/

- I use drives from LaCie, and also use drives that have Thunderbolt.

http://www.lacie.com/products/product.htm?id=10600

## Equipment and Technical Assistance

**Equipment check out**
VPA checkout has equipment for you to use include field recorders, microphones, projectors, camera equipment, etc. For the rules, regulations and hours, please visit:
http://www.csusm.edu/vpa/checkout/index.html

## Tech Help

If you need assistance when no instructor is available (outside of class hours or office hours), you can contact the following people or visit these locations. Technicians and student assistants are available to help you.

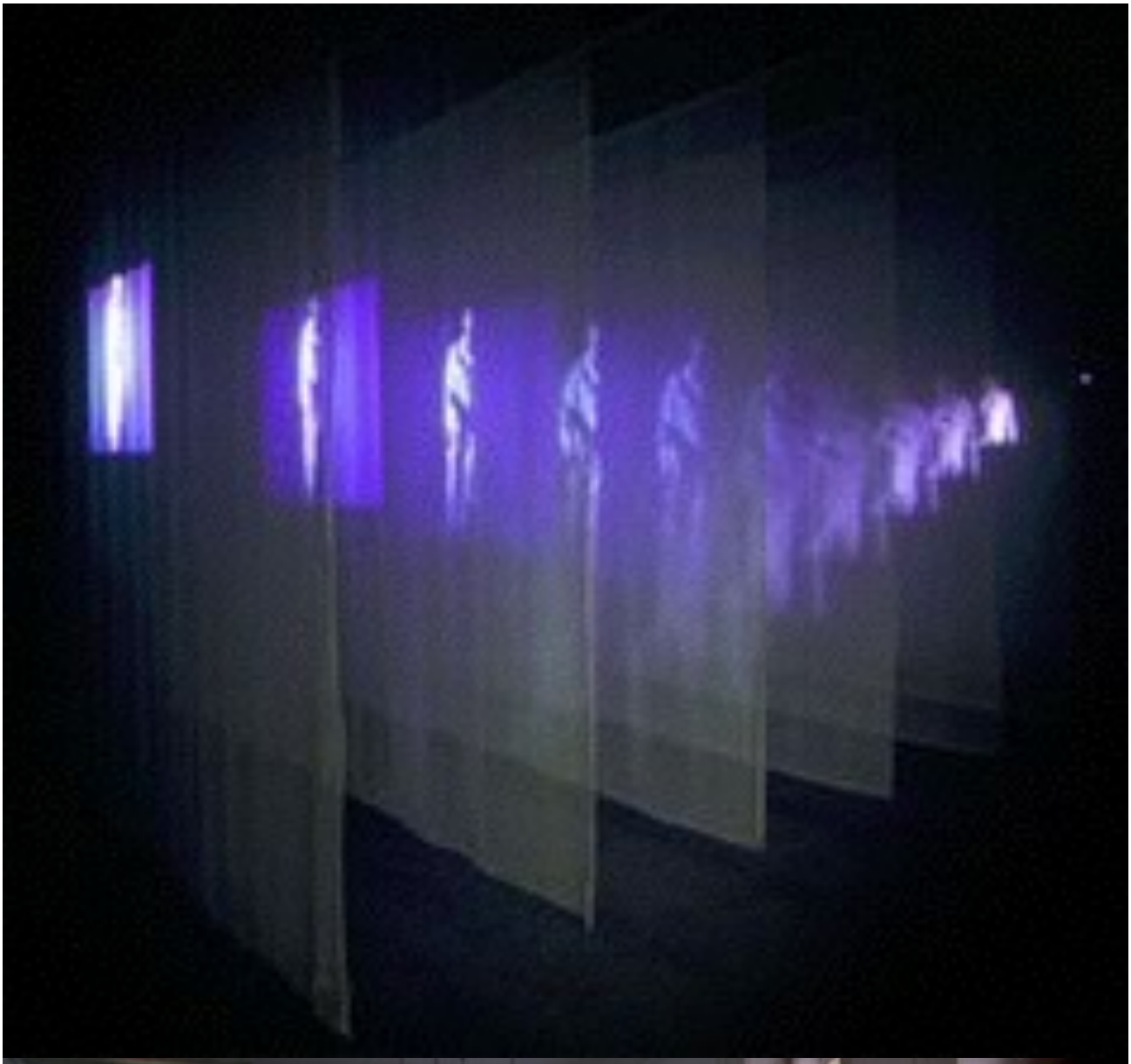
Daniel's Lab Consultant: Joe Henschel, Office SBSB 227A, Daniel's Lab, X 4087, jhenschel@csusm.edu

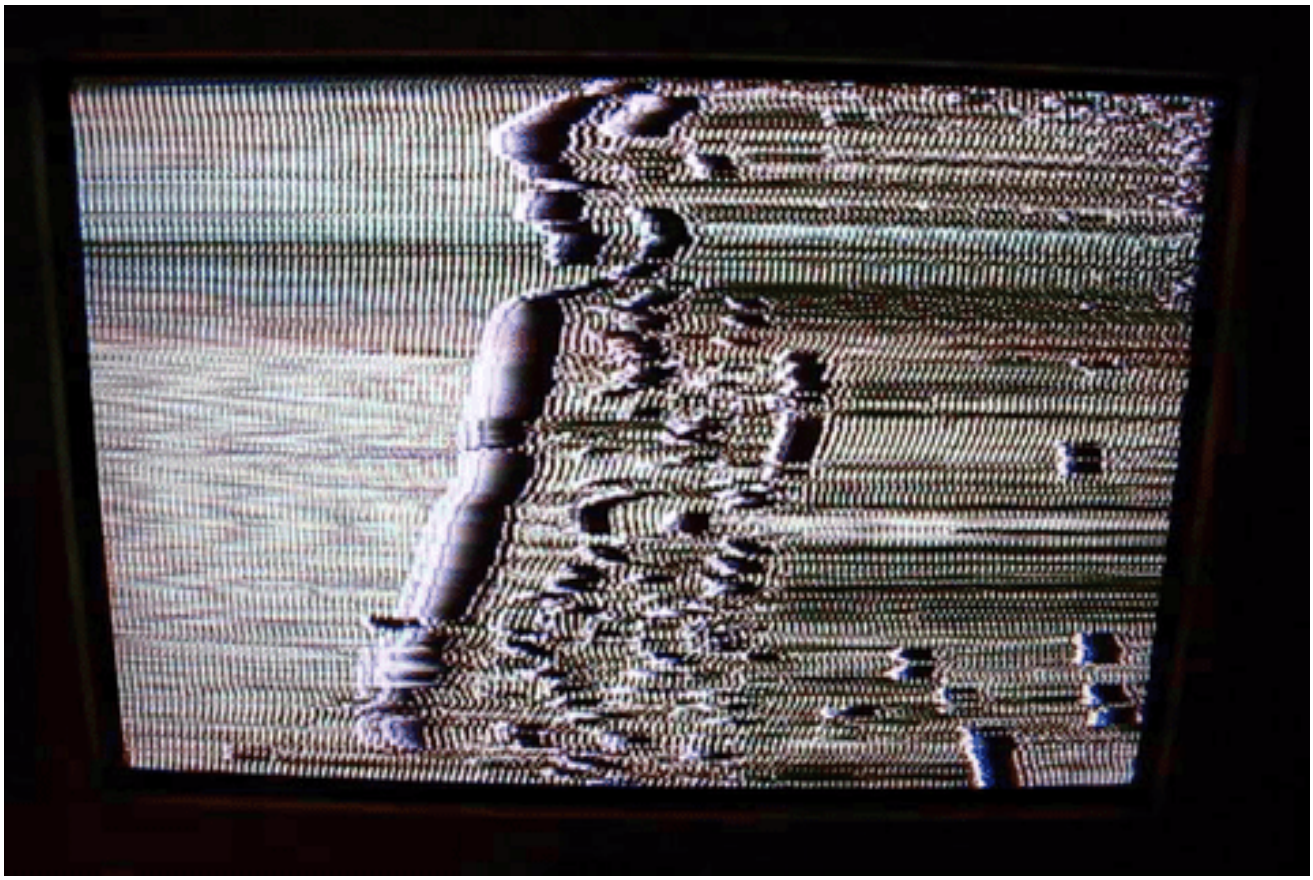
VPA Instructional Support Technician: Albert Rascon, Office VPA Checkout Arts 239A, X 8801, arascon@csusm.edu

VPA Video Student Assistant:

## Lab and Arts 342

The Arts 340 lab is open 24 x 7 for your use when other classes are not in session. If you want to use the lab after hours and weekends, you can call security at x4567. They will let you in if you have your student ID. You can also use Arts 342 for setting up installations and experimenting with projections. Contact Linda Muse (lmuse@csusm.edu) for the schedule of this room. To book this room for your use, use the VPA room reservation form found at http://www.csusm.edu/vpa/vpascheduling/index.html.





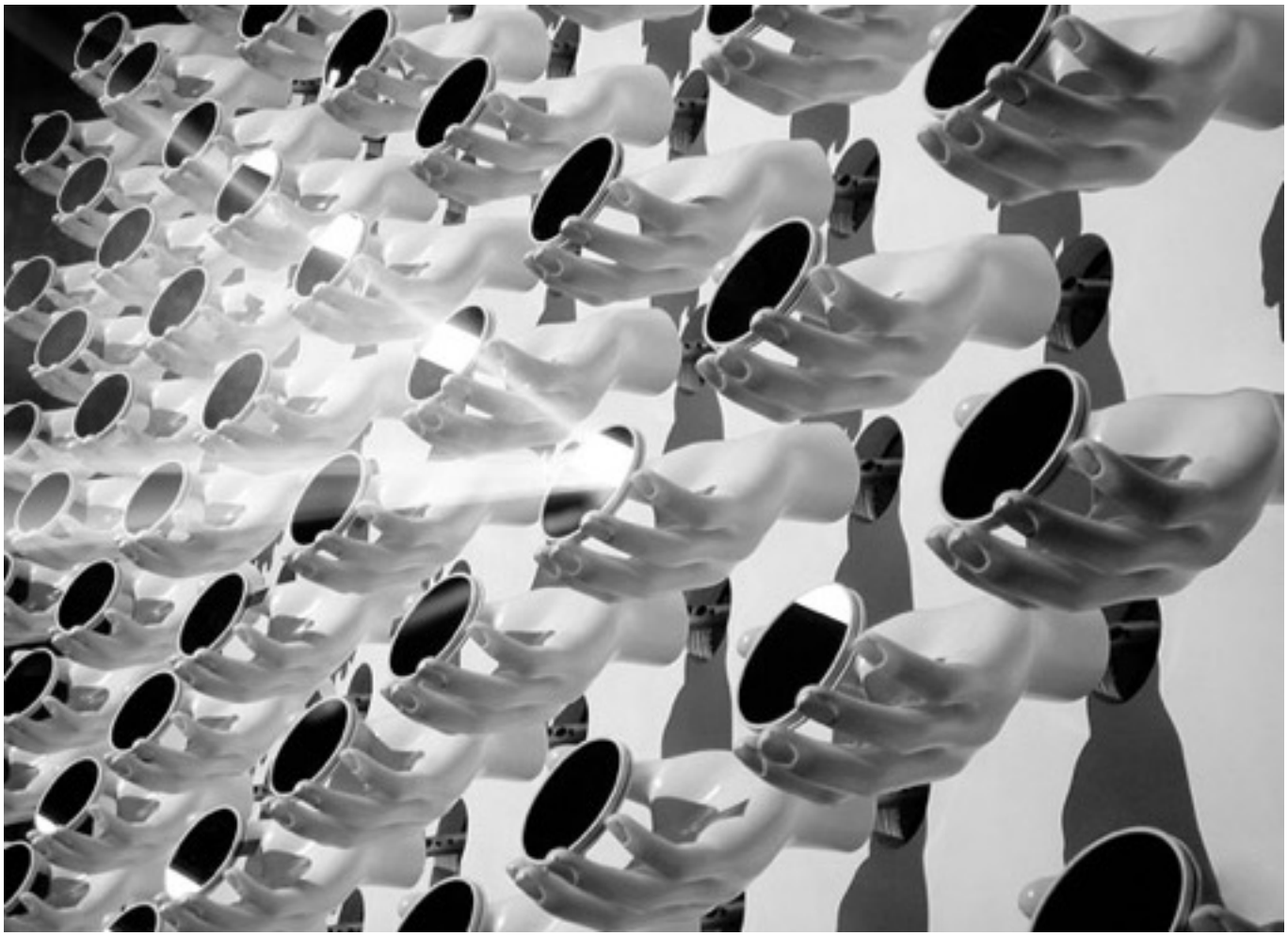
# SCHEDULE - PROJECT LIST

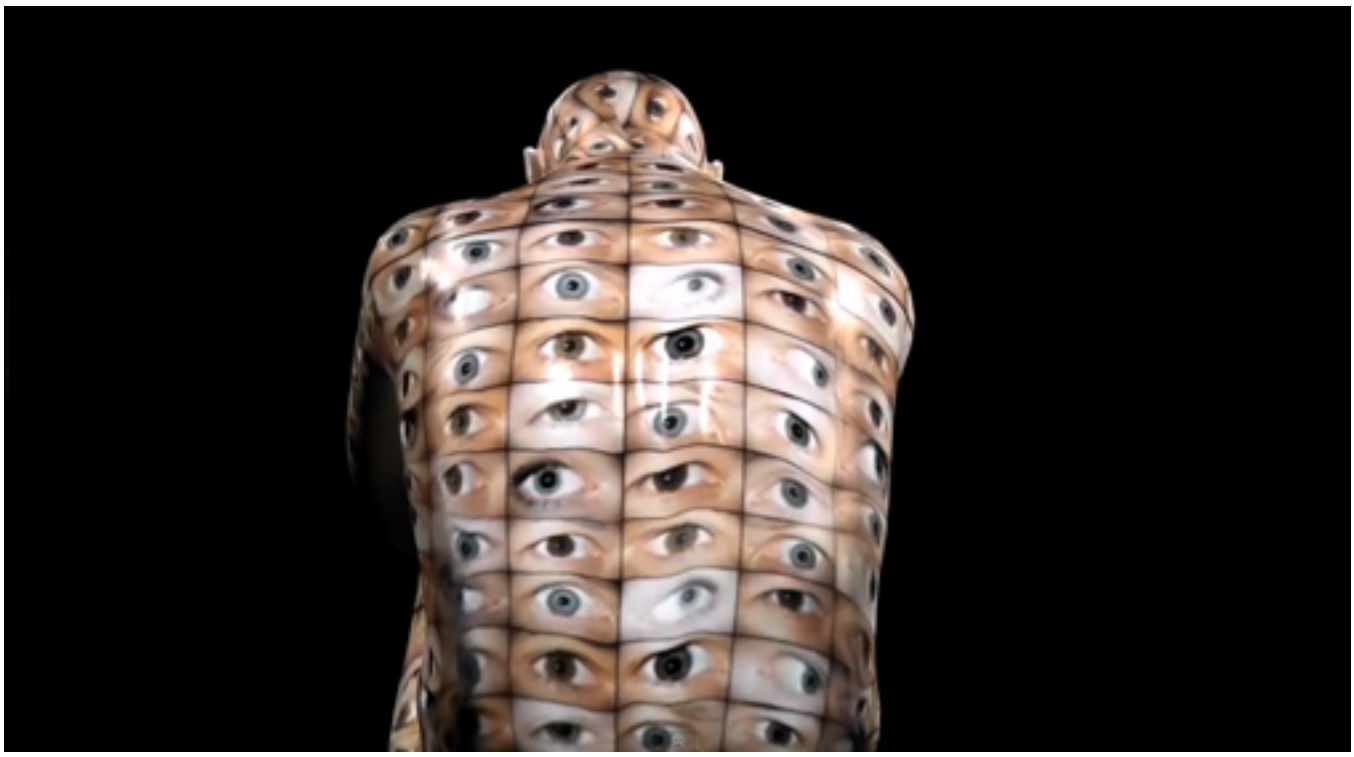
This schedule, first and foremost, is intended to be a flexible *reference*. It will change throughout the semester.

Students are required to complete **four** of a series of explorations into experimental media concepts and production.

All Assignments will include Research, Experiment, Development, Presentation, and Summation segments. Details for each assignment will be discussed and made available on the Cougar Pages as the class progresses.

| | |
|---|---|
| **Walk the Line** - | **Create Camera SHOT - Stop Motion Animation**. Camera Shots as meaning. Line as Linear. Movement as Line as Visual/Abstract Element. Animation. Movement, Direction, Time as Suggestion. Motion Study - Displacement, Direction, Velocity, Acceleration and Time. POV. |
| **Editing the Event** - | **Interactive Collage**. Exquisite Corpse. Collaboration, Abstract/Visual Thinking, Video Production |
| **Transitions** | **Appropriation Video**. Editing the Audio/Visual Contract. Developing Time/Timing. Space between frames.Transformations, Blending. Rhythm, Counterpoint, Contrast, Pattern, Pacing, Basic Audio/Sound Editing |
| **Non-Linear Story-Telling** - | **Video Poetry- Multi-Monitor Triptych** Cinematographic Language. After Imaging. Developing Expectation, Implication. Personal, Cultural and Political *Scale* |
| **Augmented Reality** - | **2D Versus 3D**. Blending Visual Perceptions, Phenomena, Visual Design and Experience. Video as Interface Design. |
| **Inhabiting Space** - | **Small Scale Projections**, Meaning Outside the Frame. Developing Visual Relationship- Environment. Scale, Balance, Context, Perspective. |
| **Sensoriums** - | **Developing Multi-Sensorial *Experience.*** **Synesthesia.** Framing Perception - Visualizing Emotions |
| **In the Moment -** | **Processing Live.** Motion, Movement and Experience as Narrative Design Elements. Learning Embodiment. Gesture, Intention, Engagement. Installation and Performance Art. Filter and Effects with Live Audio/Video Processing such as Max/MSP or Isadora. |





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