READING LIST

Filmmakers Handbook: A Comprehensive Guide for the Digital Age (2013 Edition) by Steven Asher & Edward Pincus.
- Course textbook.

Studio as Compositional Tool by Brian Eno. Excerpts from a lecture delivered during New Music New York, the first New Music America Festival sponsored in 1979 by the Kitchen.

The Animation Book by Kit Laybourne.
- Chapter 4: Animating Objects
- Chapter 5: Cutout Animation
- Chapter 6: Time Lapse and Pixilation
- Chapter 7: Working with Sound
  Chapter 8: Storyboarding and Animatics

The Ecstasy of Influence: A Plagiarism by Jonathan Lethem. Harper's Magazine, February 2007.

PROJECT 1a: SOUNDTRACK TO A DREAM

Description:
Recall a dream you've had. Maybe this is a dream you had last night, maybe a recurring dream, a daydream, a nightmare, etc. Create a short (2-3 minute) soundscape that tells the story of this dream through sound. Avoid being generically illustrative with your sounds (i.e. alarm clock, yawn, teeth brushing, footsteps…) and try to recreate the physical and emotional landscape of your dream. Utilize layering to create a dense audio space as opposed to a strictly linear arrangement of sound clips.

Technical Requirements:
- Must be composed primarily of your own self-recorded sound (using Zoom H6 recorders, boom mics, phones etc.)
- You may use a maximum of 2 found sounds
- NO MUSIC (unless you make it)
- Composed using Audacity

PROJECT 1b: DREAM SEQUENCE

Description:

Using only still images, create a visual world to accompany your given soundscape (Project 1a: Soundtrack To A Dream created by another student). Do not ask the creator of this soundscape to give you any additional information about this space. It is up to you to interpret visually. You may not edit your soundtrack in any way. Images should be created, by you, in one way or another. This can include photographs, sets or scenes staged for the camera, hand-drawn images, scanography, photoshop collages, xeroxes, etc. No purely found images pulled from Google searches, etc.

Technical Requirements:

- Timeline editing with Premiere Pro CC
- General Editing mode: ARRI Cinema Timebase: 24.00 fps
- Video Settings Frame size: 1920h 1080v (16:9)
- Frame rate: 24.00 frames/second
- Pixel Aspect Ratio: Square Pixels (1.0)
- Fields: No Fields (Progressive Scan)
- Audio Settings Sample rate: 48000 samples/second

Inspiration:

La Jetée by Chris Marker

PROJECT 2: STOP-MOTION ANIMATION

Description:
Using stop motion animation, transform an everyday object(s) or space(s) into a character in another world. Focus on a VERY simple story. Think vignette. You must storyboard your ideas. Plan out the whole story and every 'scene' in advance. Don't forget about lighting (spot lights, clamp lights, lamps, flashlights, daylight, etc).

Technical Requirements:

- ~1:00 min in length (think 12 images per second)
- storyboard
- using digital camera (manual exposure) and Premiere Pro CC
- with sound
- Frame size: 1920h 1080v (16:9)
- Frame rate: 24.00 frames/second
- Pixel Aspect Ratio: Square Pixels (1.0)
- Fields: No Fields (Progressive Scan)
- Audio Settings Sample rate: 48000 samples/second

Inspiration:
The Twisted Films of Pes

PROJECT 3: SINGLE-SHOT VIDEO

Description:
Choreograph and enact a scene staged entirely for the camera which will be captured on video in one single, continuous shot. This may take the form of a static shot (camera in one position) around which all activities revolve (see "Nostalgia" by Yeondoo Jung) or this may involve moving the camera through sets and scenes using a dolly, steady-cam, or handheld tracking shot (Russian Ark). No postproduction is permitted beyond capturing and exporting as a stand-alone quicktime movie for critique. Sound is optional, but should be used where it is important for the scene. Audio postproduction (foley sound, soundtrack, etc.) is allowed. Don't forget to consider lighting!

Technical Requirements:

- 2:00 – 3:00 min in length
- Shooting with Canon Rebel T6i, GoPro, Sony A6500, iPhone, etc.
- NO cuts or post-production editing in computer
- Soundtrack optional (okay to add sound in post)

PROJECT 4: VIDEO COLLAGE

Today, when we can eat Tex-Mex with chopsticks while listening to reggae and watching a YouTube rebroadcast of the Berlin Wall's fall—i.e., when damn neareverything presents itself as familiar—it's not a surprise that some of today's most ambitious art is going about trying to make the familiar strange. In so doing, in reimagining what human life might truly be like over there across the chasms of illusion, mediation, demographics, marketing, imago, and appearance, artists are paradoxically trying to restore what's taken for "real" to three whole dimensions, to reconstruct a univocally round world out of disparate streams of flat sights.
        -Jonathan Lethem from "The Ecstasy of Influence: A Plagiarism"

Description:
Using a combination of found footage (from the web, DVDs, torrents…), animation and special effects (using Premiere Pro and/or After Effects) and audio collage (found sound, recorded sound, music…) create a short, 2-3 minute video that repurposes appropriated material and re-contextualizes it through manipulation, special effects, and animation. Create a whole new world using bits and pieces taken from the existing media saturated landscape of the present day.

Technical Requirements:

- 2:00-3:00 min in length
- Using Premiere Pro and/or After Effects
- Using Clip Converter or KeepVid (for YouTube videos), Mac The Ripper or HandBrake (for DVDs w/ copy-protection), MPEG Streamclip (for DVDs w/out copy-protection), or downloads from Archive.org or other internet resource.
- with SOUND

Inspiration:
Bjørn Melhus

PROJECT 5: Independent Project

The Final Project is an independently driven project, entirely of your own design. We will meet and discuss ideas, and come up with a project production schedule on an individual basis. In addition to your final video projects, your final project has two additional requirements:

Inspiration Presentation

- 10-15 minute presentation of artist/media influences and inspirations informing your final project.
- Created using Powerpoint, Keynote, Google Drive Slides, etc.
- Worth 10 points of your final project grade (100 points total)

Prepare to show works (or excerpts) and talk about them. Who is the artist? When/where did they make it? What is the work about? Why is it inspirational to you? You will be giving me a copy of this presentation, so even if everything you are showing is a link to a video/webpage please put this within a contained presentation.

Final Project Response Paper
2500 words (~ 5 pages single-spaced)
Worth 10 points of your final project grade (100 points total)

This is a reflection/research paper to accompany your final, independent projects. In it you will convince me that you have intellectually and artistically engaged with contemporary art and culture via your own research. I want to see that you have thought about what you are doing, how you are doing it and why you are doing it. Papers should be written in first person narrative, in a way in which a person unfamiliar with your work would be able to visualize and understand it.

Motivation (500 words / ~ 1 page single-spaced):
What inspired this work? Tell me the specific story behind it. Talk about your subject matter and/or genre in your description. Remember that the motivating narrative is likely different than your content.

Form, Process, and Content (1000 words / ~ 2 pages single-spaced):
What form did your final project take? What materials/processes/techniques did you use, and how did you make it? Why did you do it this way? Conceptually, what ideas were you exploring? What do you want your viewers to experience and remember?

Context (1000 words / ~ 2 pages single-spaced):

What were your artistic influences for this project? What artists/works informed your thinking and/or process? What other cultural references were important to your ideation (film, television, internet culture, music, books, essays, current events, etc.)? Please describe and if possible include images, links, quotes, etc. (in addition to the 2 written pages). This can be directly related to your Inspiration Show & Tell presentation.