

VIDEO/MULTIMEDIA II

VIDEO AND...

In this project, you will extend video out of the screen and back into the physical world. The focus of this project is on the projected video image or one on a television screen and the interaction with a physical object, space, or material.

Some possibilities; these are general ideas, weird and personal exploration expected:

- + Project onto a sculptural object you make
- + Live performance with projector and materials to distort or manipulate the image
- + Embed a television, iPod, etc playing video within a larger context
- + Unexpected combinations or other options are also welcome and encouraged!

The subject matter or images are up to you as is the way in which the video and external world interact. Be especially aware of how the two interact. Readable images and linear progression/story are welcome, but you are also encouraged to consider abstract video.

Assignment requirements:

- + The final piece can either be a loop (probably better for installation) or a live performance
- + Video component should be no shorter than 2 minutes, performances no longer than 5 minutes

For next week:

- + Shoot necessary footage, capture to server (be sure to change capture scratch discs first!)
- + At least three drawings or written paragraphs for the physical manifestation of the project – these can outline an idea, sketch an object to be made, or diagram the final installation
- + If the project requires making a sculptural object, fabrication should be started this week
- + Bring a written list of technical requirements to class so we can start organizing; any equipment you personally have (like DVD players) will be helpful

The artists shown in class:

Hasan Elahi
Olafur Eliasson
Jon Kessler

Tony Oursler
Nam Jun Paik
Kara Walker

Krzysztof Wodiczko

Next week: In-class work on "Video and..." projects, further presentation on video art and installation