F15-DMWorkshop

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Fall 2015 - Art + Technology Workshop

Experimental Cinema

Course Description

A revolving topics course emphasizing digital practice. This semester we will engage experimental digital cinematography. What happens after video art? What is post-cinema? How does the advent of the discrete cinematic image alter previous notions of filmic space, time and materiality? Or does it? Through a practice-base approach we will explore these topics using the tools of Hollywood cinema.

Credits: 3; Prereq: DIG 4527C and ART 4528C (or email me)

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Undergraduate: ART 4612c Section 2893
Graduate: ART 6925c Section 8259
Class: FAC 306
Time: T/Th 11:45pm - 2:45pm
Website: http://art-tech.arts.ufl.edu/~jack/wiki/F15-DMWorkshop
Listserv: mailto:FALL-2893-L@lists.ufl.edu
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Introduction

This semester Art + Technology Workshop will be structured as an advanced workshop that is less strictly topical than in the past. Seniors and Graduate students will work independently or in teams on projects engaging the broad topic of **experimental cinematography**. Most of you have had Programming for Artists at this point (or otherwise know basic programming), have experience with 3D modeling, lighting, texturing and compositing. You also have experience with motion tracking and basic usage of the RED Epic Digital Cinema Camera. Some students are interested in the use of video game engines, while others expressed a desire to continue their work with the "filmic" image. In fact, these forms are converging. The workshop will accommodate your interest in either case. The Game Engine can be thought of as a method of artistic production and image-making forming an alternative cinema. Of course, the medium has its own set of characteristics for which one must account. In any case, the goal is to think about the motion image in an **experimental** fashion that transgresses our current expectations. The class is project-based. Students can

work individually or in small teams. This will compensate for disparate technical proficiencies and allow everyone to contribute to a significant work. Sample project ideas include but are not limited to: installations, experimental cinema, networked experiences, spatialized audio, place visualization, info-viz, general research, interactivity experiments, and more. Experience with 3d modeling and/or programming can be beneficial, but is not required.

Objectives

1. Develop an ability to analyze and evaluate works from an informed point-of-view.
2. Gain an awareness of related work in the field.
3. Learn to engage in meaningful discussion and develop a sense of criticality.
4. Develop a level of comfort with the integration of digital processes where appropriate.
5. Learn to propose and present ideas in a way that clearly demonstrates intent.
6. Have FUN!

Grading

Grades will be based 90% on projects. 10% will be based on class participation. See below for the breakdown. You are expected to constructively criticize your peers. Constructive criticism is considered a part of your class participation.

Specific info on grades and grading can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

Notwithstanding the description of grades above, generally, grades are conceived in this way:

A(Excellent) Student's work is of exceptional quality and the solutions to problems show a depth of understanding of the program requirements. Project is fully developed and presented well both orally and graphically. Student has developed a strong and appropriate concept that clearly enhances the overall solution. The full potential of the problem has been realized and demonstrated.

B(Good) Student's work shows above average understanding and clear potential. All program requirements are fulfilled and clearly and concisely presented.

C(Fair) Student's work meets minimum objectives of course and solves major problem requirements. Work shows normal understanding and effort. Quality of project as well as the development of knowledge and skills is average.

D(Poor) Student's work shows limited understanding and/or effort. Minimum problem requirements have not been met. Quality of project or performance as well as development of knowledge and skills is below average.

F(Failure) Student's work is unresolved, incomplete and/or unclear. Minimum course objectives or project requirements are not met, and student's work shows lack of understanding and/or effort. Quality of project or performance is not acceptable.

Instructor's evaluation of student's interest, motivation, attendance, proficiency and overall development or improvement during the semester will be taken into consideration in determining the final course grade. This syllabus is subject to refinement and development throughout the semester based on feedback and class

interaction. Policies and grading criteria are absolute and will not change. Any substantial changes will be discussed with the class prior to implementation.

Grading breakdown:

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   Project 1 =   15%
   Project 2 =   15%
   Project 3 =   15%
   Project 4 =   15%
   Final Project = 30%
   Participation  = 10%
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Attendance

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

Evaluations

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

Reading

Readings will consist of .pdfs and URLs available on the class website.

Materials and Fees

Required materials will depend on the proposed projects submitted by students. Students will design projects and set budgets based on the goals of the work. See the Schedule of Courses for any attendant fees related to this course.

Additional Policies and Disclaimers

Be sure to read the University Policies (http://art-tech.arts.ufl.edu/~jack/wiki/UF_Policies) and other disclaimers linked at the bottom of each and every page ----- see below

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F15-DMWorkshop/projects

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Projects

Bi-weekly Projects (4) : Create an experimental cinematographic work of art. You may use any medium that suits the conceptual and technical requirements of your area of investigation and you must be able to discuss the rationale for your choices. You have two weeks from inception to presentation for each of the 4 works. Project deliverables are:

1. **REPRESENTATIVE IMAGE**, posted to wiki space for project
2. **FORM** Statement (min 1 paragraph)
3. **CONTENT** Statement (min 1 paragraph)
4. **METHOD** Statement (min 1 paragraph)
5. **MOVIE** embedded on your wiki page using these: INSTRUCTIONS FOR MOVIES (http://art-tech.arts.ufl.edu/~jack/wiki/Video_Format_Instructions)

Final Project (1) : Create an experimental cinematographic work of art. Your final project will require all of the same deliverables as the bi-weekly projects, only more refined and well-developed. The final project can be a resolved version of previous work, or a new concept entirely. Complete documentation for this work must be posted to your personal webspace on http://art-tech.arts.ufl.edu instead of the wiki. As such, it should be presented in a manner that is "portfolio" quality. Your final project website should be linked to the Final Projects page of this wiki using the format described on that page.

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F15-DMWorkshop/outline

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Course Outline

Week 1 - Introduction, Context, Plan

Aug 25

- Introductions
- Syllabus Review
- Set up accounts, set passwords.
- Introduction - EXPERIMENTAL CINEMATOGRAPHY?
- Choose Crit Groups
- **DUE THURSDAY**
    - Be prepared to discuss and brainstorm your tentative semester plan.
    - On your wiki space, post a tentative schedule of your semester plan.
    - Identify to which Crit Group (A or B) you belong (on the wiki).
    - Identify any team members if you are working collaboratively.
    - If working as team, create a team workspace and link to it from your wiki space.

Aug 27

- Discuss and Brainstorm Projects
- Begin WORK!

Week 2

Sept 21

- **WORK**

Sept 43

- **WORK**

Week 3

Sept 8

- Discussion/Tutorials/Work.
- **Screening**
    - America is Waiting (1981), by Bruce Conner
    - Guitar Drag (1999), by Christian Marclay
    - 89 Seconds at Alcázar (2004), by Eve Sussman

Sept 10

- Discuss this in the context of Sussman's 89 Seconds: Ways of Something (http://animalnewyork.com/2014/ways-something-online-premiere/)
- Discussion/Tutorials/Work.

Week 4 - Sept 15

Sept 15

- Discussion/Tutorials/Work. MAJOR WORK PROGRESS

Sept 17

- Discussion/Tutorials/Work. MAJOR WORK PROGRESS

Week 5

Sept 22

- **PROJECT 1: CRIT GROUP A**

Sept 24

- **PROJECT 1: CRIT GROUP B**

Week 6

Sept 29

- Discussion/Tutorials/Work.
- SCREENING - Playlist 2
    - 2 Into 1, by Gillian Wearing and Sam Taylor-Wood
    - Last Days in a Lonely Place, by Phil Solomon

- Burning Car (2008), by Superflex
- The Working Life (2013), by Superflex
- Flooded McDonalds (2009), by Superflex
- The Amateurist (1998), by Miranda July
- Fiorucci Made Me Hardcore (1999), by Mark Leckey

Oct 1

- Discussion/Tutorials/Work.

Week 7

Oct 6

- Discussion/Tutorials/Work.

Oct 8

- **PROJECT 2: CRIT GROUP A**

Week 8

Oct 13

- Discussion/Tutorials/Work.

Oct 15

- **PROJECT 2: CRIT GROUP B**

Week 9

Oct 20

- Discussion/Tutorials/Work.

Oct 22

- WORK

Week 10

Oct 27

- **PROJECT 3: CRIT GROUP A**

Oct 29

- **PROJECT 3: CRIT GROUP B**

Week 11

Nov 3

- Discussion/Tutorials/Work.

Nov 5

- WORK - storyboards

Week 12

Nov 10

- VETERAN'S DAY NO CLASS

Nov 12

- WORK - Final Project

Week 13

Nov 17

- Discussion/Tutorials/Work.

Nov 19

- Discussion/Tutorials/Work.

Week 14

Nov 24

- Discussion/Tutorials/Work.

Nov 26

- **THANKSGIVING BREAK**

Week 15

Dec 1

- Discussion/Tutorials/Work.
- SCREENING: Cinematography Style

Dec 3

- MID-PROCESS Crit.

Week 16

Dec 8

- Discussion/Tutorials/Work.

FINAL CRIT - UF Sanctioned exam day

- **PENS DOWN**
- Normal class time. Black Box.
  - All work is to be completed and documented on the wiki as described in class and as outlined on the wiki. No exceptions, no late work. This includes links to your project pages from this outline page! If it's not on the wiki, it didn't get done. The wiki will be LOCKED at 5am EST Dec 20th.

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F15-DMWorkshop/readings

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Readings

This semester, I am not assigning a single required reading! Of course, that doesn't mean you shouldn't read. By this point in your "career" you should realize that reading/learning is fundamental to art practice. In order to discuss your work intelligently, it is REQUIRED...just not by me. We will be doing a lot of screening and discussion of works, however.

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F15-DMWorkshop/links

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Artworks

Starting Point

- Visual Pleasure at 40: Laura Mulvey in discussion (http://explore.bfi.org.uk/555b386667d6d)

Female Cinematographers/Filmmakers

Reed Morano (http://www.reedmorano.com/)

- Nice Interview (http://nofilmschool.com/2013/03/reed-morano-craft-truck-cinematography)

Rachel Morrison (http://www.rachelmorrison.com/)

Elen Kuras (http://www.theasc.com/asc_blog/parallax-view/2014/03/26/ellen-kuras-checks-in-from-london/)

Nancy Schreiber (http://www.nancyschreiber.com/)

Amy Vincent (http://amyvincentasc.com/)

Ashley Connor (http://ashleyconnor.net/)

Josephine Decker (http://josephinedecker.squarespace.com/)

Crit

Review of ArtPrize 2014 winners (http://artfcity.com/2014/10/07/we-didnt-like-it-watch-paddy-johnson-and-curators-discuss-the-artprize-finalists/)

Work

Death is Elsewhere, Ben Frost (http://vimeo.com/105478034)

Lesley the Pony Has an A+ Day! (http://vimeo.com/107435702)

Until The Quiet Comes - Kahlil Joseph (http://vimeo.com/48551671)

GTA V: Capolavoro (In-Game Movie) (http://www.youtube.com/watch?v=gGMleHsr-8I)

Hitchhiker Music Video (http://boingboing.net/2014/09/24/hitchhiker.html)

Fracture-io: Unity + openFrameworks for realtime body sculptures
(http://www.creativeapplications.net/environment/fracture-io-openframeworks-and-unity-for-realtime-body-sculptures/)

METRO Re/De-construction by Chris Coleman (http://vimeo.com/75120612)

From Ian Cheng's Vimeo site (http://vimeo.com/iancheng) :

Ian Cheng (http://iancheng.com/)

Vaporwave and the pop-art of the virtual plaza (http://www.dummymag.com/features/adam-harper-vaporwave)

Vaporwave Playlist (http://www.youtube.com/playlist?list=PLv-Ub3vEkYs5nPw7yxcT2RQSZHP0L1VNi)

Distroid Playlist (http://www.youtube.com/playlist?list=PLv-Ub3vEkYs7VMVWwwOW9ihJVPZswFNNb)

Portrait of the Child as an Old Person (http://kottke.org/13/09/portrait-of-the-child-as-an-old-person)

140, Jeppe Carlsen (http://game140.com/)

Bientôt l'été, Tale of Tales (Auriea Harvey & Michaël Samyn) (http://conte-des-contes.com/bientotlete/)

Kriegspiel, by Radical Software Group (http://r-s-g.org/kriegspiel/about.php)

Career Moves, by Mary Flanagan (http://www.maryflanagan.com/career-moves)

Passage, by Jason Roher (http://hcsoftware.sourceforge.net/passage/)

Patrick LeMieux's Art Games (http://patrick-lemieux.com/artwork/Art_Games/)

Superflex: Flooded McDonalds (http://www.southlondongallery.org/docs/exh/exhibition.jsp?id=157&view=future)

Free Beer Games by Superflex (http://www.superflex.net/projects/freebeergames/)

Supergame by Superflex (http://www.superflex.net/projects/supergame/)

Shooter by Geissler and Sann (http://www.lifeisgood.biz/shooter/)

Domestic Tension by Wafaa Bilal (http://www.wafaabilal.com/html/domesticTension.html)

Axel Stockburger (http://www.stockburger.co.uk/art/index.html)

The Intruder by Natalie Bookchin (http://www.artificial.dk/articles/wilson.htm)

Joan Leandre (http://www.retroyou.org/)

Brody Condon (http://www.tmpspace.com)

Velvet Strike by Anne-Marie Schleiner, Brody Condon, Joan Leandre (http://www.opensorcery.net/velvet-strike/screenshots.html)

c-level collective (http://c-level.org/)

Eddo Stern (http://www.eddostern.com/)

Tekken Torture Tournament by Eddo Stern and Mark Allen (http://www.eddostern.com/tekken_torture_tournament.html)

Waco Resurrection (http://wacoresurrection.com/)

Maia Engeli (http://maia.enge.li/gamezone/)

Jet Set Willy by Jodi (http://jetsetwilly.jodi.org/)

SOD by Jodi (http://sod.jodi.org/)

Sylvia Eckermann (http://syl-eckermann.net/)

ASCII Unreal by Vuc Cosic (http://www.ljudmila.org/~vuk/ascii/unreal/)

Details of ASCII Unreal (http://netzspannung.org/cat/servlet/CatServlet?cmd=netzkollektor&subCommand=showEntry&lang=en&entryId=138784)

Super Mario Clouds by Cory Arcangel (http://www.beigerecords.com/cory/Things_I_Made/SuperMarioClouds)

Things by Cory Arcangel (http://www.beigerecords.com/cory/Things_I_Made/)

Atari Noise by Cory Arcangel (http://www.atari-noise.com/)

Carnivore by Radical Software Group (R-S-G) (http://r-s-g.org/carnivore/)

Radical Software Group (R-S-G) - Alex Galloway (http://R-S-G.ORG//)

Trigger Happy by Thomson & Craighead (http://www.triggerhappy.org/)

Q by Tom Betts (nullpointer) (http://www.nullpointer.co.uk/content/?p=302)

Tom Betts (http://www.nullpointer.co.uk/)

September 12th by Gonzalo Frasca (http://www.newsgaming.com/games/index12.htm)

Playas: Homeland Mirage by Jack Stenner, Andruid Kerne, Yauger Williams (http://playas.homelandmirage.net)

Game-Space by Jack Stenner and Patrick Lemieux (http://www.game-space.org)

Public News Network by Jack Stenner (http://www.publicnewsnetwork.net)

Art Games by Patrick Lemieux (http://patrick-lemieux.com/)

The Graveyard by Auriea Harvey and Michael Samyn (http://tale-of-tales.com/TheGraveyard/)

Trover by Dan Provost (http://www.troverapp.com/)

Michael Gondry Videos

Chris Cunningham Videos

Film/Cinematography

Remodernist Film Manifesto (http://jesse-richards.blogspot.com/2008/08/remodernist-film-manifesto.html)

Remodernist Film Primer (http://www.mungbeing.com/issue_28.html?page=31#2219)

Various Links related to Game Studies/Theory/Engines

Simulation: Goat Sim (http://laughingsquid.com/goat-simulator-a-video-game-that-tentatively-simulates-the-goofy-life-of-a-goat/)

Art Games an Introduction (http://www.artificial.dk/articles/artgamesintro.htm)

Generating Art from a Computer Game (http://www.artificial.dk/articles/alison.htm)

Art Games from an Artist's Perspective (http://www.artificial.dk/articles/fromanartist.htm)

Keeping Watch on the Cultural Frontier (http://www.artificial.dk/articles/wilson.htm)

List of Game Engines on Wikipedia (http://en.wikipedia.org/wiki/List_of_game_engines)

Tool assisted speed runs (Nintendo games, etc., broken and beaten superfast using emulators (http://tasvideos.org/)

Annette Weintraub transmits space/place using 3D models and narrative elements (http://www.annetteweintraub.com/)

Atari 2600 Hacks (http://www.atariage.com/software_hacks.html) --Lkitkat131 01:09, 8 January 2009 (EST)

Installation using Unity (http://sixthsensor.dk/work/6) --Hpohl 20:12, 31 January 2009 (EST)

Jane Mcgonigal's Avantgame website - "Reality is broken. Why aren't game designers trying to fix it?" (http://www.avantgame.com/)

Museum as game design (NPR story featuring Jane Mcgonigal) (http://www.npr.org/templates/story/story.php?storyId=99244253)

Immersence - Char Davies (http://www.immersence.com/)

Smiley Toss : bridging virtual and physical (http://www.youtube.com/watch?v=SfG8IdjXWTk&feature=channel_page/) -- Rosem 13:06, 12 February 2009 (EST)

Cool Animations/Techniques

Steve Madden Commercial

Crysis Physics - 3'000 barrel explosion

Possible Future Uses of Our Unity Skills

obama widget
(http://www.apple.com/downloads/dashboard/justforfun/barackobama_berwickproductionsinc.html)

widgetmonkeys.com (http://www.widgetmonkeys.com/index.shtml) --Ilmsykma

newoldskool.com (http://www.newoldskool.com/games.htm) --Ilmsykma

some unity games (http://www.greatgamesexperiment.com/group/unity/) --Ilmsykma

Interfaces

Sphero (http://www.gosphero.com/)

Ouya (http://www.ouya.tv/)

Emotiv Brain Scanner (Unity SDK) (http://www.emotiv.com/)

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F15-DMWorkshop/resources

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Resources

My PLEX server with library of art films (http://plex.tv/web) - I'll provide you with a login and password.

Career Prospects (watch while on campus or via VPN (https://chronicle.com/article/Art-Schools-Work-to-Erase/148917/)

DIVINCI RESOLVE WALK THROUGH
http://www.davidvickers.co.uk/2013/12/davinci-resolve-part-01.html

Google Cardboard + RED + Volvo Behind the Scenes

#VolvoReality XC90 Behind the Scenes

Glitch/Datamoshing

DATAMOSH HOW TO (http://www.youtube.com/watch?v=tYytVzbPky8)

The Stanley Parable Demo

The Stanley Parable Demo Walkthrough…

▶

Why

Mark Leckey: Cinema In The Round

▶

20 Hz by Semiconductor

20 Hz by Semiconductor (http://vimeo.com/semiconductor/20hz)

RED

- All you want to know on the A+T Forum (http://art-tech.arts.ufl.edu/bb/viewtopic.php?f=3&t=14)
- Shot on RED, 2013 (http://vimeo.com/63060016)

- Red Collective (some examples of creative practice) (http://www.red.com/collective/)
- FCPX RED Workflow Tutorials (http://www.red.com/news/moviemaker-red-final-cut-pro-x-workflow)

CG/Tracking Links from last semester

Various Links (http://art-tech.arts.ufl.edu/~jack/wiki/S13-Animation/resources#RED)

Make sure you check your OpenEXR setup in Maya using these instructions: OpenEXR, Compositing, and Maya Render Passes (http://art-tech.arts.ufl.edu/bb/viewtopic.php?f=3&t=21)

Lynda.com Tutorials

Maya, Photoshop, and **NEW** Unity tutorials = [1] (http://www.it.ufl.edu/training/)

Unity

- FPS Tutorial (http://unity3d.com/support/resources/tutorials/fpstutorial)
- Unity Demo Projects (http://unity3d.com/gallery/demos/demo-projects)
- Unity Video Tutorials (http://unity3d.com/support/documentation/video/)
- Unity Scripting Tutorial (http://unity3d.com/support/resources/files/2%20-%20Scripting%20Tutorial.pdf)

- V1 First Person Tutorial (http://unity3d.com/support/resources/tutorials/fps-tutorial-part1.html)
- Tutorials for V1(still good) (http://unity3d.com/support/resources/assets/unity1xresources)
- Unity Essential Skills (http://www.unity3dstudent.com/category/modules/essential-skills/)
- FadeInOut for scene transitions (http://wiki.unity3d.com/index.php?title=FadeInOut)

Unity 3d Beast Lightmapping Tutorial

Unity 3D Beast Lightmap Video_01.mov

Light Mapping & Light Probes

▶

Maya

- Highend3d Forum (http://www.highend3d.com/maya/)

Other Modeling/Animation Tools

- Cheetah 3D (http://www.cheetah3d.com/)
- Blender (http://www.blender.org)
- Crazy Bump (http://crazybump.com/)

Parts

- Gremlin Solutions (http://www.gremlinsolutions.co.uk/arcadeparts.htm)
- Lizard Lick Amusements (http://lizardlickamusements.com/)
- Happ Controls (http://www.happcontrols.com/joysticks/ultimate_joy.htm)

Example Proposals

- slowLab > SLOWmail > project overview (http://www.slowlab.net/slowmail.html)
- RHIZOME PROPOSAL (http://www.yhchang.com/RHIZOME_PROPOSAL.html)
- PulsePool < SmartSpaces < TWiki (http://www.cs.ou.edu/twiki/bin/view/SmartSpaces/PulsePool)

- Oppera Internettikka - Protection et S√©curit√© (http://www.intima.org/oppera/oips/rhizome/)
- Michael Mandiberg - Real Costs (http://theredproject.com/rhizome/)
- MUTI-USER ONLINE VIDEO EDITOR (http://ni9e.com/beta/move)

Grants/Scholarship

- Murray Fine Arts Fund (http://www.sfa.ufl.edu/search/content/albert-k-murray-fine-arts-educational-fund)

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