

ART 3959C/6673C**Video Art: Topics in Motion Graphics**

UF School of Art + Art History

Fall 2018

TIME/LOCATION

11:45a-2:45p Mondays + Wednesdays

FAC 306

INSTRUCTOR

Deke Weaver

Email: dweaver@arts.ufl.edu

Office: FAC 301

Office Hours: M 3p-4p and by appointment

COURSE DESCRIPTION

This 3 credit studio intensive course will explore the potential of digital video within the context of cinema. The emphasis will be on the conceptual and experimental, rather than conventional narrative. We will work with cameras, sound recording, and scanning for collecting visual/aural material. For bringing it all together we will look at motion graphics, compositing, and certain types of animation, while unpacking After Effects as a generative tool, as a editing/compositing tool. The goal will be to become more skilled at conceiving, shooting, and editing compelling digital video projects. Our study will also include viewing work, readings, speakers and events, and demonstrations. There will be discussion about the work and written responses to the readings/podcasts.

It is assumed that the people in this class have had experience with time-based media (Prereq: DIG 2131C, DIG 2282C and junior-level digital media major). It is assumed that people in this class are familiar with using juxtaposition, rhythm and sequence to create meaning and that working with moving-image/sound software is familiar. So, now let's strive to use these ideas fully and deeply. For software we'll work with Adobe After Effects, Adobe Premiere, iStopMotion, and various sound programs. THE CLASS WILL NOT COVER ANY 3-D PROGRAMS, GAME ENGINES, OR 3-D CHARACTER SOFTWARE. We'll continue to learn about our tools and expand our ability to use this medium as a means for expression. What is your artistic process? How can you develop a process in this medium? Like any art/craft the more familiar you are with the tools you're using, the more transparent the medium can become. The goals of this class are to ...

1:: become more fluent in the language of time-based media.

2:: start to become more aware of your personal artistic process while working with the medium

3:: continue to explore our tools.

4:: expand our ability to talk about the work, critically and constructively.

METHOD

Our goal will be to attend equally to the formal, contextual, and technical aspects of each subject we address. Work will consist of:

- in-class studio: short and long-term exercises/projects
- out-of-class projects: short and long-term projects completed alone and in groups
- training and proficiency sessions in the computer lab
- discussion and critique
- viewing of works in various media, in and out of class
- reading of relevant (and irrelevant) theories, histories, stories
- research of relevant artists, artifacts for source materials and examples

ATTENDANCE/PARTICIPATION: EXPECTATIONS

The following will be expected of you in this course:

1. **WORK:** You should expect to spend as much as eight hours a week outside of class on projects (or more if you wait until the last minute and even more if you want it to be really good). Sometimes you will be asked to work with a partner on these projects; you will be expected to respect this arrangement by contributing equally and showing up for arranged meetings.
2. **PATIENCE:** Important to the success of this technology-intensive course is your willingness to adapt and problem-solve in the face of unexpected (even disastrous) technical snafus. You will be expected to demonstrate that you have done everything possible to achieve all projects. Creativity in the face of adversity (even, occasionally, at the expense of departing from stated project parameters) will help all of us in our attempts to explore these media.
3. **PARTICIPATION:** You will also be expected to contribute to class discussions and critiques through your thoughtful and relevant questions, comments, challenges, suggestions. Attendance is mandatory, and timeliness is important to our staying on schedule. This class is experiential and experimental in nature. We will do a lot of in class activities. Many of these activities can not be "made up" outside of class. You will miss out on a great deal if you do not come. There is a correlation in studio classes between attendance and final grades. You have a better chance of doing well if you come to class. If you miss three sessions your grade will drop a full level (miss three, your grade could drop from A to B, B to C, etc). Two latenesses equals one absence. **IF YOU MISS SIX SESSIONS YOU WILL FAIL THE CLASS.** Absences will only be excused for religious holidays, a verifiable death in the immediate family or with a doctor's note.

GRADING

1/3 of your grade will be based solely on **PARTICIPATION:** attendance, verbal contribution to crits, discussions (that are **OUT LOUD** with the class, and not just internal discussions that you're having with yourself), short exercises. Eighty percent of success is showing up.

2/3 of your grade will be based on the scores you get from your **PROJECTS** and your **WRITTEN RESPONSES TO THE READINGS/PODCASTS:** you will receive a grade for each project, based on turning the project in on time and adherence to project parameters. The latest you can turn in projects and written responses is one week after the due date - but be aware that you will receive 1/2 the score you would have received if you got the project in on time. After one week past the due date projects/written-responses will not be accepted.

MOST IMPORTANTLY if you show up on time to every class meeting, get your work in when it is due, read and follow the instructions for the assignments, don't be afraid to ask questions (technical and content), read the readings, listen to the recordings, and say what you think in critiques - your grade will reflect your sincere effort.

SCHEDULE (subject to change)

Aug 22 - Aug 29 Once Upon A Time in the West Redux + reading
Aug 29 - Sep 05 Chaos & Rhythm: Intro to AE + reading
Sep 10 - Sep 19 Betrayal & Sound + reading
Sep 24 - Oct 03 Memory & Rotoscoping + reading
Oct 08 - Oct 17 Motion & Collage + reading
Oct 22 - Oct 31 Frankenstein & Stop Motion + reading
Nov 05 - Nov 19 Motion Tracking & Control + reading
Nov 26 - Dec 05 Bring It Together + Final Crit

GENERAL UNIVERSITY POLICIES AND SERVICES

UF STUDENT GUIDE This resource covers most policies and procedures important to students - <http://www.dso.ufl.edu/stg/>

accommodations for students with disabilities I will make every attempt to accommodate students with disabilities. Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation. Disability Office - <http://www.dso.ufl.edu/OSD/>

contacts for university counseling services Includes personal, academic, crisis and career services. Dial 392-1575. <http://www.counsel.ufl.edu/>

contacts for student healthcare center Dial 911 for medical emergencies. Dial 392-1161 for urgent after-hours medical questions. Dial 392-1171 for after-hours mental health assistance. <http://www.health.ufl.edu/shcc/>

ENVIRONMENTAL HEALTH AND SAFETY <http://www.arts.ufl.edu/art/healthandsafety>

Each student must complete a H&S STUDENT WAIVER FORM (available next to the copier in the SAAH office) and on-line (see address above). Waivers must be turned into the SAAH Director of Operations before the end of the 2nd week of classes. Because we use some hazardous materials as part of the electronic components that become part of our projects, please pay particular attention to the guidelines below.

Appendix I: Area Specific Information: Art + Technology

1. Hazards of Materials

Batteries, old monitors, lamps from digital projectors if broken may release mercury. THERE ARE NO KNOWN HEALTH HAZARDS FROM EXPOSURE TO LAMPS THAT ARE INTACT.

2. Best Practices

Though not much is generated, the Digital Media technician is certified for handling Hazardous Waste by the University of Florida. For installations or sculptural elements, please cross-reference with other area specific information as needed.

3. Links

n/a

4. Area Rules

All users of the studio classrooms are expected to follow studio area rules at all times. If you have any questions, ask your instructor.

- Follow all SA+AH Health and Safety handbook guidelines (the handbook should be reviewed by your instructor and can be found at: www.arts.ufl.edu/art/healthandsafety)
- Follow the SA+AH Satellite Waste Management Chart in the classroom and other health & safety guidelines posted for your media.
- In case of emergency, call campus police at 392-1111
- File an incident report (forms may be found in the SAAH H&S handbook, the SAAH faculty handbook and in the main office.) Turn completed forms into the SAAH Director of Operations within 48 hours of the event.
- Alcohol is forbidden in studios
- Familiarize yourself with the closest eyewash unit.
- No eating or drinking in computer the lab.
- Do not use spray adhesive in the studios or in the building. There is a professional and safe paint spray booth in FAC-211A for your use.
- Shoes must be worn at all times.
- Protective equipment must be worn for hazardous work.

- Do not block aisles, halls or doors with stored items or when working. This is a violation of fire codes.
- Do not store anything on the floor. This impedes cleaning and creates a hazard.
- Installations must be removed as soon as possible after critique.
- Clean up spills immediately.
- Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- Follow the SA+AH CONTAINER POLICY (see policy below)

LABELS

There are 2 types of labels used in the SA+AH - yellow and white. Both labels are found at the red MSDS box and are supplied by the SA+AH. Each is used for a different purpose.

White:

All new and or used product in containers (hazardous or what might be perceived as hazardous -i.e. watered down gesso, graphite solutions, satellite containers of solvents, powders, spray paints, fixatives, oils, solvents, etc.) must be labeled within the SA+AH to identify their contents. Labels can be found at the MSDS box in each studio and work area. All containers must be marked with your name, contents and date opened. All secondary/satellite containers for hazardous materials must be marked with content, your name and the date opened. All unmarked containers will be disposed of with no notice.

Yellow:

WHEN HAZARDOUS ITEMS ARE DESIGNATED AS WASTE.

All containers must have a yellow label identifying the contents that are designated as trash for weekly EHS pick up.

- Flammable solid containers (red flip top) must have a yellow hazardous waste label on the outside (top).
- 5 gallon jugs must have a yellow hazardous waste label on the outside.
- Fibrous containers must have a yellow hazardous waste label on the outside (top).
- Each item in the blue bin must have a yellow hazardous waste label.

Note: Hazardous Waste labels should include all constituents in the waste mixture as well as an approximate 2 percentage of the total for that item and must add up to 100%.

Labels should also include the Bldg and room number of the shop generating the waste along with the Waste Manager for your area, this is located on the SWMA sign posted at the sink or at the Waste Management Area.

safety and security

University Police Department - <http://police.ufl.edu/>

Dial 911 for emergencies.

Dial 392-1111 otherwise.

reading days

The two days prior to the start of examinations in the fall and spring semesters, generally a Thursday and Friday, are designated reading days. No classes or exams are held on these days. Instead, students are encouraged to use these days for study and review.

twelve-day rule

Students who participate in official athletic or scholastic, extracurricular activities are permitted twelve (12) scholastic day absences per semester without penalty. In any case, it is the student's responsibility to maintain satisfactory academic performance and attendance.

absences for religious holidays

Students, upon prior notification of their instructions, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. A student who believes that he/she has been unreasonably denied an education benefit due to religious beliefs or practices may seek redress through the student grievance procedure.

honesty policy

An academic honesty offense is defined as the act of lying, cheating or stealing academic information so that one gains academic advantage. As a University of Florida student, one is expected to neither commit nor assist another in committing an academic honesty violation. Additionally, it is the student's duty to report observed academic honesty violations. These can include: cheating, plagiarism, bribery, misrepresentation, conspiracy, or fabrication.

<http://www.dso.ufl.edu/judicial/academichonestystudent.html>

computer use and acceptable use policy

All faculty, staff, and students of the University of Florida are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate.

<http://www.circa.ufl.edu/computers/>

<http://www.cio.ufl.edu/aupolicy.htm>

disruptive behavior

Faculty, students, Administrative and Professional staff members, and other employees [hereinafter referred to as "member(s)" of the University], who intentionally act to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action by University authorities for misconduct, as set forth in the applicable rules of the Board of Regents and the University and state law governing such actions. A detailed list of disruptive conduct may be found at <http://www.aa.ufl.edu/aa/Rules/1008.ht>

Be advised that you can and will be dismissed from class if you engage in disruptive behavior.