

F14-DMWorkshop

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Fall 2014 - Art + Technology Workshop

Experimental Cinematography

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
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Section 8259 Class:
FAC 306
Time: T/Th 11:45pm - 2:45pm

Website: <http://art-tech.arts.ufl.edu/~jack/wiki/F14-DMWorkshop> Listserv: <mailto:FALL-2893-L@lists.ufl.edu>

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:

Project	1	=	10%
Project	2	=	10%
Project	3	=	10%
Project	4	=	10%
Project	5	=	10%
Project	6	=	10%
Final Project		=	30%
Participation		=	10%

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](#) and other disclaimers linked at the bottom of each and every wiki page --

UF Policies

Academic Honesty

(See UF Rule 6C1-4.017 [\(PDF\)](#)) Students are required to be honest in all of their university class work. Faculty members have a duty to promote ethical behavior and avoid practices and environments that foster cheating. Faculty should encourage students to bring incidents of dishonesty to their attention. A faculty member, in certain circumstances, can resolve an academic dishonesty matter without a student disciplinary hearing. The procedures and guidelines are available from the Director of Student Judicial Affairs. In the fall of 1995, the UF student body enacted a new honor code and voluntarily committed itself to the highest standards of honesty and integrity. (See UF Rule 6C1-4.0172 [\(PDF\)](#))

The Honor Code

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” [The Honor Code](#) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class. More on these policies can be found in the [UF STUDENT GUIDE](#).

Accommodations for Students with Disabilities

Support services for students with disabilities are coordinated by the **DISABILITY RESOURCE CENTER** in the Dean of Students Office. All support services provided for University of Florida students are individualized to meet the needs of students with disabilities. To obtain individual support services, each student must meet with one of the support coordinators in the Disability Resources Program and collaboratively develop appropriate support strategies. Appropriate documentation regarding the student's disability is necessary to obtain any reasonable accommodation or support service.

Wellness

Contact information for the Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392- 1111 or 9-1-1 for emergencies.

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.CIRCA.UFL.EDU/COMPUTERS) and [HTTP://WWW.CIO.UFL.EDU/AUPOLICY.HTM](http://WWW.CIO.UFL.EDU/AUPOLICY.HTM)

Disruptive Behavior

Be advised that you can and will be dismissed from class for disruptive behavior. More detailed information on this can be found in the **UF RULES AND POLICIES**.

HEALTH AND SAFETY

Please familiarize yourself with the UF SA+AH Health and Safety Handbook, available online at: <http://arts.ufl.edu/art/healthandsafety>

In particular download and familiarize yourself with the Art + Technology area specific guidelines linked [here](#).

Email and Communications

All email correspondence will be through your UFL gatorlink email address. You are responsible to check your email on a daily basis. No excuses for not having read email will be accepted. It is recommended that you DO NOT forward your UFL email to other services. Often, other services will mark UFL email as junk/spam and you will not receive it. THIS IS NOT A VALID EXCUSE. I commit to responding to your email within 24 hours during the week, and within 48 hours on the weekend. In return, I expect you to respond to my emails with same provisions.

Late Work Policy

I do not accept late work without penalty unless you provide a doctors letter or some other approved excuse explaining why your work is late. Any assignment that has a deadline, in particular project critiques, must be submitted on time for full credit. You **may** submit the work late, and I **may** give partial credit, at my discretion. Missing a crit is like skipping a meeting with your bosses favorite client; it will get you fired!

Course Outline

(see link below for course outline which develops over the course of the semester):

<http://art-tech.arts.ufl.edu/~jack/wiki/F14-DMWorkshop/outline>