



Dr. Dene Grigar
TU,TH14:50-17:20, VMMC 103
Office: MMC 102G, 546-9487
Email: Grigar@vancouver.wsu.edu
Web: www.nospace.net/dene

Description of the Course

"Principles and processes of video, installation, and sound-based art; emphasis on conceptual development of experiential forms." Prerequisites: FA 332. May be repeated for credit.

In essence, this course provides you with hands-on experience with art created and presented "sequentially." Because it is a studio course, students are expected to put in at least 10 additional hours a week outside of the class meetings for the production of their own projects. As a way of expanding students' understanding of Time Based Media, the course incorporates the Time Based Media Festival sponsored by the Portland Institute for Contemporary Arts, taking place from September 9-16, 2007 in and around the Portland area.

Students unable to 1) put in the additional hours outside of class for the studio work, or 2) attend the festival need to drop the course. *There are no exceptions to these two requirements.*

Supplies

As part of the expense of the course, students will purchase a Student Flex-Pass to the festival at \$125. This pass gives access to numerous performances and other festival events as well as the festival catalog, which will serve as the course textbook. To order the tickets, students need to contact PICA at 503.242.1419. PICA will have a list of students' names from the course that it is holding tickets for, but PICA will release the tickets to others by the end of August. So, do not wait to buy your tickets.

Because students receive training in several different new media forms, students need access to manuals for the software programs we will learn and use during the semester and online tutorials as a way to supplement their learning. Students must subscribe to "Lynda.com" (<http://www.lynda.com/>). Keep in mind that although time has been set aside during class to introduce students to the basic principles of various programs, these workshops should be seen as a beginning of what you need to know rather than the breadth of it.

Students also need to purchase CDs and DVDs. A portable hard drive is also recommended.

Assessment

Grades are determined through these activities:

[1] Attendance at TBA 07	10%
[2] Formal, written critique of TBA 07	10%
[3] Formal, written project proposal	10%
[4] Quiz over TBA07	10%
[5-7] Exercises (digital music, video, and animation, 5% each)	15%
[8] Final Project	25%
[9] Attendance at exhibition	10%
[10] Engagement in the course (attendance, preparation, etc.)	10%

All work is due at the beginning of the class. Students coming in late to class will see their work also counted as late. Work is docked 5 points a day for lateness.

Attendance

Attendance is mandatory in a studio course. Note that students lose 10% of their overall grade for being absent to each major event (1 and 9). But they also will be docked on letter grade for every absence after the third one for regular class meetings.

Class Schedule

Part 1. Understanding and Critiquing Time Based Media

Tuesday, August 21	Overview of Time-Based Media
Thursday, August 23	Video/Animation/Music
Tuesday, August 28	Performance/Installation/Locative
Thursday, August 30	Festival Works Selection
Tuesday, September 4	Critiquing Time Based Media

Part II. T: BA: 07 (1)

Thursday, September 6
 Tuesday, September 11
 Thursday, September 13

Class at Festival
 Class at Festival
 Class at Festival

Reflection and Planning

Tuesday, September 18
 Thursday, September 20
 Tuesday, September 25
 Thursday, September 27

Read / Work on Critiques & Project Proposal
 Read / Work on Critiques & Project Proposal
 Read / Work on Critiques & Project Proposal
 Read / Work on Critiques & Project Proposal

Part III. Project Preparation and Studio Work

Tuesday, October 2

Critiques due (2); project proposal due (3)
 Quiz over festival (4)

Thursday, October 4

Digital Music Studio

Tuesday, October 9

Digital Music Studio

Thursday, October 11

Digital music exercise due (5); Video Studio

Tuesday, October 16

Video Studio

Thursday, October 18

Video exercise due (6); Motion Tracking Studio

Tuesday, October 23

Motion Tracking Studio

Thursday, October 25

Student Conferences over Project

Tuesday, October 30

Animation Studio

Thursday, November 1

Animation Studio

Tuesday, November 6

Animation exercise due (7); Studio

Thursday, November 8

Studio

Tuesday, November 13

Guest Speaker

Thursday, November 15

Studio

Tuesday, November 20 - Thursday, November 22 Thanksgiving

Part IV. Exhibiting Work

Tuesday, November 27

Projects due (8)

Thursday, November 29

Curating for Exhibition

Tuesday, December 4

Final plans for Exhibition

Thursday, December 6

Event (9)

Tuesday, December 11

Student Conferences

Thursday, December 13

Student Conferences

