

# ART 316 – Video and Multimedia Installation

## Spring 2015

---

**Instructor:** Jacob Richman

**Email:** [jacob\\_richman@uri.edu](mailto:jacob_richman@uri.edu)

**Meetings:** Tuesdays and Thursdays, 6pm-8:45pm

**Locations:** Fine Arts Center Media Lab F208 and F102

**Office hours:** Wednesday 3-5pm FAC 202F

**Course Sakai handle:** 2159-ART3150001: Video and Filmmaking II

**Course blog site:** <https://art316.wordpress.com>

---

### COURSE DESCRIPTION AND OBJECTIVES

In this course we will explore the expressive potential of video and multimedia installation art. Through a series of short and diverse projects we will learn the tools and techniques of video and multimedia installation, including creative use of video projections, audio speakers and sound installation, site-specific media pieces, performance using video, and audience involvement and interactivity. The process will challenge student to express themselves in unique ways using the flexible digital media tools at their disposal. Class time will consist of digital media production and editing exercises, technical and equipment demonstrations and exercises, work time for class projects, presentation of projects and discussion of student work, as well as readings, screenings, visiting artists, and field trips to expose the students to various types of work being made today.

---

### PREREQUISITS

It is required that students have a background in video production and editing, preferably having taken ART 215, FLM 110, or other production classes.

---

### GRADING

Attendance – 15%

In-Class Work, Participation, Collaboration – 15%

Project 1: “Breaking the Frame” – 10%

Project 2: Site-Specific Installation – 10%

Project 3: Sound Installation – 10%

Project 4: Interactive Installation Exercises – 10%

Final Project – 30%

---

## GUEST SPEAKERS/ARTISTS AND FIELD TRIPS

Throughout the term we will have 2-3 multimedia artists visit class to talk about the work and give demos/exercises. Details TBD.

Since video and multimedia installation art is a new and constantly changing medium, I also plan on having a few field trips to local museums/performance spaces to see new video art pieces live in the flesh (...or pixels)!

First scheduled event: Cloud Eye Control (<https://vimeo.com/118957620>), Sat. Nov. 21, 8pm, Columbus Theatre, Providence.

More events TBD!

Attendance at events or performances outside of class time isn't mandatory, though I will offer extra credit.

---

## WORKING METHOD/SUPPLIES

Much of the class time will be devoted to working on individual or group projects, and students may work on their laptops or the Media Lab computers. If students are working on their laptops, **they must bring them to every class**. If students are using the Media Lab computers, they will need to save their work on an external hard drive (media cannot be saved to these shared computers and may be erased).

Students are required to purchase:

—**SD Card:** SDHC - 16GB - Class 10 (stores 4hrs HD video), ~\$9 at Amazon or bookstore

—**500GB External Hard Drive USB3 ONLY!!!** (if using the Media Lab computers), formatted for Mac, 7200rpm

Recommendations: LaCie Rugged Hard Disk Triple 500 GB 7200 rpm USB 3.0

Portable Hard Drive 301556, ~\$80 at Amazon

---

## COURSE POLICIES

### Attendance

Attendance is of paramount importance to this course. Your participation in discussion with your peers about the complexities of the video media is as important as simply viewing/reading the material. Absences will be excused in cases of illness (with doctor's note) or legitimate emergency (family or otherwise) and students must contact me in advance. One unexcused absence will result in a halving of the attendance portion of your final grade (7.5%); two will result in a full docking of 15%. Three or more unexcused absences will result in a **FULL LETTER GRADE DROP** of your final grade per absence.

## Electronic Devices

*Use of cell phones, email, web browsing, and social media is not permitted during class.*

Laptops and tablets may only be used for note taking, or working on projects during in class work time.

*→Use of all electronic devices is prohibited during screenings of examples and student work.*

## Late Assignments

Unexcused late assignments will result in a loss of one half grade on that assignment each day it is late (e.g. if the assignment is graded a B, one day late = B-, two days, late = C+, etc.) Please contact me as soon as possible if you are struggling with a particular assignment.

## Plagiarism

Plagiarism is passing others' work off as your own. It includes copying work from a video, webpage, book, article, or another student's work without proper citation, as well as having another person do the work for you. I will check for plagiarism. **If you plagiarize, you will fail the assignment and I will report the activity to the Dean's office.**

---

## OTHER RESOURCES

### Special Services

Please contact me if you have a documented disability or learning difference as early in the semester as possible so that we may arrange reasonable accommodations. As part of this process, please be in touch with Disability Services for Students Office at 302 Memorial Union, Phone 401-874-2098 (<http://www.uri.edu/disability/dss/>).

### Counseling Center (from URI CC Website):

The URI Counseling Center provides services to enhance the personal, academic, emotional, social, and life planning effectiveness of students. These services may include crisis intervention, individual counseling, group counseling, referrals for psychiatric assessment, and mental health screening. The Center also assists the University community in creating and maintaining a learning environment conducive to psychological and educational development. Students may seek counseling for a variety of concerns including but not limited to: anxiety and stress; test anxiety; relationship problems; acute crisis, including trauma; depression and suicidal thoughts; eating disorders; alcohol and other drug abuse problems; self-esteem; sexuality; improving academic performance; referral services. Call us at 401.874.2288 or to drop by our office at 217 Roosevelt Hall if we can be of assistance. <http://www.uri.edu/counseling/>

---

## ASSIGNMENTS

Detailed prompts for the assignments will be handed out in class

### UNIT 1 – INTRODUCTION, Project 1: Breaking the Frame

Students will select a “conversation” within a film of their choice or from their own previous work. They will split this conversation between two more video sources (screens, projections, etc.) as a way to explore the use of space and video tools. Introduction to Matrox TripleHead2Go video splitter, Multiscreeener, and other tools.

→DUE September 17<sup>th</sup>

### UNIT 2 – SITE, Project 2: Site-Specific Installation

Individually or in groups of 2, students will make a brief site-specific video or multimedia installation. This project should be tied to the site in which is it set and should express something about the site.

→DUE October 6<sup>th</sup>

### UNIT 3 – SOUND, Project 3: Sound Installation

Individually or in groups of 2, students will make a brief site-specific audio installation. This project should be tied to the site in which is it set and should express something about the site only using sound.

→DUE October 22<sup>nd</sup>

### UNIT 4 – INTERACTION, Project 4: Interactive Installation

Students will pick a previous assignment, or another previous project of their choice to develop into an interactive installation. This could include creating an interface where users can control video playback, developing a previous video project into a performance, etc.

→November 5<sup>th</sup>

### Final Project

Students will present larger-scale video or multimedia installations or performances of their choice. Students may work individually or in groups of two. The format of the project is entirely up to the students. These projects will be screened/critiqued the last day of class, and will be shown again at an event open to the public after the last day of class TBD.

→DUE December 10<sup>th</sup>

---

## CLASS/HOMEWORK SCHEDULE

→ **Please Note:** The precise assignments and homework prompts will be handed out in class. **HW** listed here is due the following class meeting.

---

### UNIT 1 – INTRODUCTION

#### Thurs 9/10 – Introductions and Project 1 Start

Get to know ya. In class demos and project.

**HW:** Pick a scene for Project 1 and bring to class.

#### Tues 9/15 – Intro to Video Sources

Break the Project 1 conversation into two or more synced video tracks. Introduction to video projectors, monitors, etc.

#### Thurs 9/17 – PROJECT 1 DUE (end of class)

View and discuss Project 1s. Introduction to experimental projection surfaces (walls/ceilings, fabric, water, etc.).

---

### UNIT 2 – SITE

#### Tues 9/22 – Site-Specific Installations

Introduce site-specific installations. Show examples.

**HW:** Bring in sites for Project 2 (with pics/video samples)

#### Thurs 9/24 – Project 2 Work

Review works in progress in class. Watch examples of site-specific installations. Introduction to installation tools.

**HW:** Fill out sheet Project 2 Planning Sheet (handed out in class) with project description, location, equipment needs, equipment/cablings diagram.

#### Tues 9/29 – Project 2 Work

Go over Project 2 Planning Sheets. Finalize Project 2 locations. Work on Project 2. Review works in progress in class. Watch examples of site-specific installations.

#### Thurs 10/1 – Project 2 Work

Work on Project 2. Review works in progress in class. Watch examples of site-specific installations.

#### Tues 10/6 → PROJECT 2 DUE

View and discuss Project 2s.

---

## UNIT 3 – SOUND

### Thurs 10/8 – Introduction to Audio Installation, Project 3 Work

Break into groups (if applicable) for Project 2. Introduction to audio installation tools (mics, speakers, basic audio editing). Watch examples of sound installations.

HW: Bring in sites for Project 3 (with pics/video samples)

### Tues 10/13 – Project 3 Work

View Project 3 sites (visit them if possible). Begin work on projects. More introduction to audio tools (multichannel editing), view more examples.

HW: Fill out sheet Project 3 Planning Sheet (handed out in class) with project description, location, equipment needs, equipment/cabling diagram.

### Thurs 10/15 – Project 3 Work

Go over Project 3 Planning Sheets. Work on Project 3. More introduction to audio tools, view more examples.

### Tues 10/20 – Project 3 Work

Work on Project 3. View/discuss works in progress.

### Thurs 10/22 – PROJECT 3 DUE

Watch/discuss Project 3s in class.

---

## UNIT 4 – INTERACTIVITY

### Tues 10/27 – Introduction to Interactivity

Introduction to interactive installation tools and techniques, Max/Jitter patches, sensor/Arduino examples. View examples.

HW: Pick previous project to use for Project 4.

### Thurs 10/29 – Introduction to Interactivity, Project 4 Work

Discuss plans for Project 4s. More introduction to interactive installation tools and techniques. View examples.

HW: Fill out sheet Project 4 Planning Sheet (handed out in class) with project description, location, equipment needs, equipment/cabling diagram.

### Tues 11/3 – Project 4 Work

Work on Project 4.

### Thurs 11/5 – PROJECT 4 DUE

Watch/discuss Project 4s in class.

HW: Bring in ideas for Final Project.

---

## FINAL PROJECT UNIT

### **Tues 11/10 – Final Project: Pre-Production**

View/discuss documentation of video installations, present and discuss Final Project ideas. Go over any production topics/techniques as needed. Watch more examples.

**HW:** Fill out sheet Final Project Planning Sheet (handed out in class) with project description, location, equipment needs, equipment/cabling diagram.

### **Thurs 11/12 – Final Projects: Pre-Production**

Present proposals for Final Project in class. Do pre-production work (scout locations, contact actors, recruit film crew among students), begin shooting, work on tech, etc. Present this work at end of class.

### **Tues 11/17 – Final Project**

One half of the class will give in depth progress reports (footage, installation sites, which media tools to use, remaining schedule, etc.) of Final Projects. Work on Final Projects, present work in progress. Individual check-in.

### **Thurs 11/19 – Final Project**

Second half of the class will give in depth progress reports (footage, installation sites, which media tools to use, remaining schedule, etc.) of Final Projects. Work on Final Projects, present work in progress. Individual check-in.

### **Tues 11/24 – Final Project**

Work on Final Projects, present work in progress. Individual check-in.

### **Thurs 11/26 – THANKSGIVING (gobble gobble)**

### **Tues 12/1 – Final Project**

Work on Final Projects, present work in progress. Individual check-in.

### **Thurs 12/3 – Final Project: “Crash and Burn” Presentation**

Students will formally present their project in as close to a final version as possible. This early “crash and burn” presentation of their final project is meant to be imperfect. It will show students what problems there are in the set up (equipment, etc.) to prevent them from being surprised by them during the final presentation. Evaluate what went right/wrong with C&B presentations and move on.

### **Tues 12/8 Final Project: Last Work Day + Review**

Finalize projects. Full class check-in.

### **Thurs 12/10 – Final Project:**

#### **→ FINAL PROJECTS DUE**

View and discuss final projects in class. Figure out logistics for Final Show

**FINAL SCREENING/PRESENTATION** (Weekend of Dec. 11-13, Time/Location TBD)  
Open to the public. Bring friends and family! There will be snacks! SNACKS!!!!