

Advanced Media•Audio•Video VAS3356B Winter 2017
Department of Visual Arts
Faculty of Arts and Humanities, Western University

Class time: Thursdays 11:30-2:30

Location: VAC room 135/lab 134

Professor Daniela Snepova

Office VAC211. Office hours: Tuesday 1:45-2:45, or by appointment.

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We live in a world where the screen has become a major interface for our culture. Video art, which exists only in conjunction with a screen (but not necessarily a flat rectangle), bridges a number of media practices including performance art, experimental cinema, broadcast television, sound art, music production, photography, sculpture and animation. Sound fills our everyday environments in a myriad of forms, but gets much less attention than visual media. The Audio component of this course involves an exploration of our sonic environment, both natural and constructed.

Advanced Media will take a closer look at the reciprocal relationship of sound and image across varied practices. Highlighted will be the history of audio and video art and its intersections both with other art genres and with commercial practices that utilize these media. The objects we refer to as “video” and “audio” are technologies that possess a range of social and cultural uses and meanings and possibilities. This course will explore their theory and practice in relation to contemporary art through lectures, screenings, listening sessions, discussions, readings, lab experimentation and studio projects.

Learning outcomes:

1. Advanced media will develop student technical skills in the use of the camera, lighting, and editing (Premiere Pro), and in audio production (mic technique, sound processing, mixing, editing (in Logic). ^[L]_[SEP]
2. Examining and understanding theoretical concepts related to the study of video and audio art and developing student analytic skills will enable students to better understand and articulate how meaning is created and structured through audio-visual practices. ^[L]_[SEP]
3. The course will outline the historical development of moving image and audio techniques and technologies, their social and economic contexts, and the relationships between their aesthetic and political values. ^[L]_[SEP]
4. Students will use these media as critical, discursive and expressive tools to develop creative works; to better understand the potential viability of their works; and to utilize reflection on their course work to explore and develop further projects in order to create a body of work for portfolios.

Evaluation:

Assignment 1 <i>Gesture</i>	22 %	Due Feb. 2
Assignment 2 <i>Terrestrial</i>	22 %	Due March 9
Assignment 3 <i>Space + Time</i>	22 %	Due March 30
Assignment 4 <i>online Portfolio</i>	8 %	Due April 6
Assignment 5 in-class exercises	13 %	ongoing
ex 1 <i>rig</i> –solo (4%)		
ex 2 <i>walk</i> -group (1%)		
ex 3 <i>body pressure</i> – solo (5%)		
ex 4 <i>sound1+2</i> -solo (2%)		
ex 5 <i>installation</i> group (1%)		
Participation/attendance	13%	