

San José State University
Department of Art and Art History
Art 75: Intro to Digital Video Art - Section 1
Spring Semester 2021

Course and Contact Information

Instructor:	Kuan-Yi Wu (Kiki Wu)
Office Location:	Art Building 311
Office Phone:	4-4408
Email:	kuan-yi.wu@sjsu.edu
Office Hours:	Wed 14:00 - 15:00
Class Days/Time:	Mon / Wed 6:00-8:50 PM
Classroom:	Online
Department Office	Art Building 116
Prerequisites:	ART 74 or permission of instructor is required
Department Contact	Website: www.sjsu.edu/art Email: art@sjsu.edu

Additional Contact Information

- * E-mail is generally the best method of contact during non-office hours.
- * Please allow 48-hours for an email response.
- * Emergency: 911 / Campus Escort: 42222

Individuals with disabilities may contact the **Disability Resource Center (DRC), Administrative Building 110, 408/ 924-6000**, for a variety of formats such as Braille, large print, sign interpreters, assistive listening devices, audio tape and accommodations for physical accessibility.

Course Format

Technology Intensive, Hybrid, and Online Courses

This course requires access to a computer which supports **Adobe Creative Cloud** including Adobe Premiere, After Effects, and text editor. Students can use the lab computers or download the current edition of Adobe Creative Cloud. See *Other technology requirements / equipment / material*.

Email

All emails must include Art 75 in the subject line. Emails that don't include Art 75 won't be answered. Expect a reply within 1-2 business days. See [Classroom Protocol](#) for emails regarding missed class.

Canvas

Course materials such as syllabus, schedule, assignment instructions, etc. can be found on Canvas.

GitBook

Lecture notes and tutorials can be found on my teaching blog: <https://uglykiki.gitbook.io/art75/>

Course Description

This studio workshop course is an in-depth study of video as an art form in the context of Digital Media Art. Projects will encourage students to take a critical approach of video art in several aspects including, the use of technologies, storytelling and narrative skill, the cultural context of images, and various platforms of showing video art including interactive websites and social media.

Course Goals

This course will provide a framework for experimenting with digital video techniques and applications. Critical and theoretical perspectives will be stressed. Projects will be presented in class and documented on student portfolio websites.

Students in this course will:

- Develop a basic portfolio website that includes artist statements and documentation of work.
- Create 4 original art projects exploring the visual and conceptual language of Video and New Media Art.
- Complete in-class exercises and responses to readings.

Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

1. CLO1: Be comfortable with DSLR camera and camera-phone recording techniques.
2. CLO2: Know basic concepts for creating both narrative and non-narrative videos.
3. CLO3: Use non-linear video editing software to edit digital video.
4. CLO4: Processes for creating original artwork from concept to completion.
5. CLO5: Be familiar with various practices for gallery installations of Video and New Media Art.
6. CLO6: Understanding of current movements in Digital Video and New Media Art.
7. CLO7: An introductory understanding of video as a language and how it is contextualized from other moving images like film.

Required Texts/Readings

Textbook

No textbook is required; all reading material will be available on Canvas.

Optional Materials

Optional materials and supplementary learning materials, such as web resources and writing guides will be available through the Canvas course website.

Other technology requirements / equipment / material

Hardware

- Laptop: Students are encouraged to have a laptop for this course that **meets system requirements for operating Adobe Premiere Pro**. If no laptop is available, students may use the lab computers in ART 241 & 237.
- 3-button Mouse: The use of a 3-button mouse is **highly recommended**.
- External Hard-Drive: Students may need to purchase a hard-drive for this class. The hard drive must be 500 GB or bigger. Students are encouraged to backup class works in the hard drive.
- Access to a camera: Students are encouraged to have a DSLR. Cameras are available for checkout from the Art Department's [Visual Resources Library \(Room Art 139\)](#). Additional cameras are available for 2-day loans from [IMS Equipment Loaning](#), and [MLK Library equipments](#).
- Students may also choose to use their own DSLR or use a mobile device which is installed with comparable apps like [Filmic Pro](#) that allows for HD video capture.
- Headphones

Softwares(free)

- [Zoom](#): All classes will meet via [Zoom](#) during the regular class hours. Zoom meeting links will be published on Canvas.
- Adobe Premiere Pro / After Effect - Request free download for SJSU students here: <http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>.
- Touch Designer 099 - Download non-commercial user version: <https://derivative.ca/product/touchdesigner-non-commercial>
- [Visual Studio Code](#) free code editor: Students are allowed to use familiar text editors such as, [Sublime Text](#), or [Atom](#).

Online Tutorials

- Lynda.com - Access to Lynda is free through the SJSU library portal here (need library card): <https://www.lynda.com/portal/patron?org=sjlibrary.org>
- TouchDesigner Tutorial: <https://docs.derivative.ca/Category:Tutorials>
- Learn Web Development with **MDN Web Doc**: <https://developer.mozilla.org/en-US/>
- Learn Web Development with W3School - <https://www.w3schools.com/>

Library Liaison

The Art and Art History library liaison is Gareth Scott: https://libguides.sjsu.edu/prf.php?account_id=170021

Gareth Scott

E-mail: gareth.scott@sjsu.edu

Phone: (408) 808-2094

Course Requirements and Assignments

Projects

1. Project 1: Video As Cultural Critique **15%**
2. Project 2: Experimental Video **15%**
3. Project 3: Video as Installation **15%**
4. Final Project **20%**

Assignments & Participation

1. Reading Response **5%**
2. Motion Graphic Assignment **5%**
3. Generative Art Assignment **5%**
4. Final Project Proposal **10%**

5. Portfolio and Artist Statements 10%

--- PROJECTS ---

Project 1: Video As Cultural Critique (15%)

Make a video that is in dialogue with the current world. How has video art changed since the 1960s? How does video play an important role in our current cultural moment? How did video art change the way people consider surveillance, self-exposure, advertising in the internet age? How can you imagine a better future and convince the audience through video art?

Project 2: Experimental Video (15%)

Make an experimental video essay combining multimedia (motion graphic, digital drawings, photographs....)

Project 3: Video as Installation(15%)

Create a video art for a gallery environment. How might this video be displayed to interact with the gallery/exhibition? Create something not just about videos played in a screen, but an artwork that lives between 2 dimensions and 3 dimensions. What does it mean when the viewer is no longer a passive viewer, but an active participant in their interaction with the piece? This could be an installation involving projection mapping, sculpture, performance, multi-channel video, etc.

Final Project (25%)

Create a well-polished video art project. You are allowed to use video clips from your previous project. The final project should be more advanced in concept and form than previous projects, reflecting students' growth over the semester. Any topic or technique covered is acceptable.

--- ASSIGNMENTS ---

Reading Response(5%)

Read the following texts and write your thoughts. All files can be found on Canvas.

- Horsfield, Kat. *Busting the Tube A Brief History of Video Art*

- Sturken, Martina. *Paradox in the Evolution of an Art Form: Great Exception and the Making of a History*.
- Rosler, Martha. *Video: Shedding The Utopian Movement, Martha Rosler*

Motion Graphic Assignment (5%)

Create a short motion graphic using After Effect. Experiment with the composition, color style and text.

Generative Art Assignment (5%)

Use TouchDesigner to generate video effects. Remix, break, distort your videos or experiment with datamosh.

Final Project Proposal (5%)

Write a proposal for your Final Project and present it to the class for feedback.

Portfolio and Artist Statement (10%)

Submit an artist portfolio site documenting the projects created in this class. This will include short descriptions for each project and a 2-paragraph artist statement that speaks to your general approach to your work.

Final Examination or Evaluation

Final project will be presented during finals week on May 24, 17:15 ~ 19:30.

Grading Information

Determination of Grades

Students are required to submit all course assignments on Canvas. Students must also be present for project critiques: **critiques are not optional.**

Each Project will be graded on the following three categories:

- The Work 50% (Technical skills 25% + Aesthetics 25%)
- Description & Documentation 25%
- Project Presentation Day 25%

Late work may be **graded down** if submitted within a reasonable time, or not accepted if submitted too late. Extra credit options may be offered or requested.

The work will be assessed according to the following rubric:

A 100-90% Excellent

Student exhibits exemplary effort at comprehension and application of the required materials. All creative and writing works are engaging.

B 89-80% Good

Student completes assignments, and demonstrates a grasp of key creative concepts. Student participates actively in the classroom.

C 79-70% Satisfactory

Student completes the assignment but the work lacks creative and aesthetic effort. The work is underdeveloped, incomplete or partially broken.

D 69-60% Unsatisfactory

Student does not complete the work as assigned. Substantial problems exist in student's work.

F < 60% Fail

Student does not submit work, or work is below an unsatisfactory level.

Numeric grade equivalents

93% and above A

92% - 90% A-

89% - 88% B+

87% - 83% B

82% - 80% B-

79% - 78% C+

77% - 73% C

72% - 70% C-

69% - 68% D+

67% - 63% D

62% - 60% D-

below 60% F

Please note:

Except in cases of documented emergencies, incomplete grades are not given in this course.

“All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Additional Note:

This syllabus is subject to change, in the event of unforeseen circumstances, or in the case that changes will significantly enhance the quality of the course. Students will collectively have the opportunity to shape the ways in which the course unfolds.

Department Advising

For information about majors and minors in Art & Art History, for change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART(H)/(PHOT) 116, 408-924-4320, art@sjsu.edu

Classroom Protocol

The class will be hosted online with a day/time pattern (Mode 2). All classes will meet via [Zoom](#) during the regular class hours. Questions and comments may be entered anytime during the session in the “chat” box. Students are asked to have video on during the meeting. Anyone with video on should be seated and properly dressed for classroom attendance. Students are asked to arrive punctually for the Zoom classes. Late arrivals may have to wait a few minutes before entering the Zoom session as late admission requires intermittently checking the “waiting room.” All zoom meeting sessions will be recorded and uploaded to Canvas.

Assignments, lecture notes, reading materials, and in-class discussion will be updated weekly on Canvas and my [teaching blog](#). Schedule is subject to change with fair notice and is available on Canvas. **Check regularly for any updates.**

Office hours will be hosted via Zoom, students are expected to schedule a meeting through email before office hours.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](#) at <http://www.sjsu.edu/gup/syllabusinfo/>.”

ART 75, Section 01 / Intro to Digital Video Art, Spring 2021 Course Schedule

Schedule is subject to change with fair notice and is available on Canvas. **Check regularly for any updates.**

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/27	First day of instruction Introductions, overview of syllabus and course requirements. Lecture: Brief History of Video Art
2	2/1	Cinematography Workshop 1 Lecture: Cinema vs Video, Video Art movements Lab: DSLR Camera Tutorial, HD video with mobile phones, types of shots / framing.
2	2/3	Cinematography Workshop 2 Lab: Storyboarding and production design. DUE: Reading Response
3	2/8	<i>Last Day to Drop Courses Without an Entry on Student's Permanent Record (D)</i> Editing Workshop 1 Lecture: Visual storytelling, concepts in continuity editing. Lab: Intro to Premiere, File management, project settings, assets, codecs, resolution.

3	2/10	Editing Workshop 2 Lab: Advanced editing, color correction, export setting.
4	2/15	<i>Last Day To Add Courses & Register Late (A)</i> Sound Design Workshop Basic principle of sounds, Premiere Pro sound remixing, mastering and effects. Discussion: Project 1 Idea & Research, Discuss storyboard
4	2/17	Lab Time for Project 1
5	2/22	<i>In class critique for Project 1</i> DUE: Project 1- Video As Cultural Critique
5	2/24	Video Art and The Internet Lecture: Video Installation 1980 - 2000, found footage, Net Art
6	3/1	Motion Graphic Workshop 1 Adobe After Effect introduction, basic concept of animation, creating assets using Adobe Illustrator.
6	3/3	Motion Graphic Workshop 2 After Effect composition design, motion graphic ,
7	3/8	Advanced Production Techniques Workshop 1 After Effect camera tracking, Adobe After Effect Keying Due: Motion Graphic Assignment
7	3/10	Advanced Production Techniques Workshop 2 After Effect Reactive Audio Visual
8	3/15	Advanced Production Techniques Workshop 3

		Experiment in animation: Stop motion, motion graphic, frame-by-frame animation Discussion: Project 2 Idea & Research
8	3/17	Lab Time For project 2
9	3/22	<i>In class critique for Project 2</i> DUE: Project 2- Experimental Video
9	3/24	Portfolio Website Workshop 1 Lab: Github Setting, creative HTML/CSS, artist statement writing.
10	3/29	Spring Recess - No Class
10	3/31	Spring Recess - No Class
11	4/5	Portfolio Website Workshop 2 Portfolio template design, domain name and DNS setting, CSS Animation Library
11	4/7	Portfolio Website Workshop 3 CSS Library: Bootstrap DUE: Portfolio Website Draft
12	4/12	Video Installation & Interactive Art Lecture: Video Art Installation after 2000 - , Interactive art, virtual installation and exhibition.
12	4/14	Installation & Video Mapping Workshop 1 Lab: Intro to TouchDesigner, Node basic, 2D image post-processing. Datamoshing and glitch art.
13	4/19	Installation & Video Mapping Workshop 2 Lab: TouchDesigner interactive design and video mapping. DUE: Generative Art Assignment

13	4/21	Virtual Installation Introduction to virtual installation. Setup virtual gallery on Mozilla Hubs
14	4/26	Installation & Video Mapping Workshop 3 Lab: TouchDesigner 3D effects Discussion: Project 3 Idea & Research
14	4/28	Lab time for project 3
15	5/3	<i>In class critique for Project 3</i> DUE: Project 3 - Critical Interactivity
15	5/5	New Technology in Video Production Lecture: Introduction to AR, VR, and Virtual production.
16	5/10	<i>Final Project Proposals Presentation & Discussion</i>
16	5/12	Lab Time for Final Project: Progress Report. Finish Storyboard
17	5/17	Last Day of Class Lab Time for Final Project
17	5/24	Final - 5:15PM-7:30 PM <i>Final Project Presentation</i> DUE: Final Project DUE: Portfolio Website, Submit website link by midnight 11:59pm