

audio visual environments

University of Virginia | Spring 2016 | MUSI4545
Monday & Wednesday from 3:30 to 4:45 in the VCCM, OCH
peterb@virginia.edu | Office hours by appointment (Wilson 110)
course website: audiovisualenvironments.com

description

This is a course in audiovisual composition and time-based new media. Over the course of the semester, you will create fixed video pieces, learn interactive & real-time audiovisual techniques, and explore sculptural & networked approaches to combining sound and light. Readings and examples help to frame our discussion and short exercises provide opportunities to experiment with new concepts and techniques. The final project is a 5-8 minute audiovisual piece/environment presented for the public. Experience with sound, music, animation, video editing, and/or image processing is required.

structure

Workshops: introduction to tools and techniques. On workshop days, either bring your laptops or plan to work on one of the lab computers (bring a flash drive to save files).

Project Discussions: There is not enough in class time to discuss each project individually. Instead, everyone will watch the projects before class and be prepared with questions and thoughts for discussion. These thoughts can be specific and refer to an individual piece or broad, referring to the project and its constraints more generally.

Topic Discussions: Reading and other materials on a specific historical or theoretical topic. Read before class and come prepared with 1 or 2 questions/thought about the materials for discussion. Feel free to bring in technical questions too.

Visiting Artist Talks: There will be 2-3 visiting artists over the course of the semester. No prep required, but you are expected to be present and active in any discussion that emerges.

Work Days: Towards the end of the semester there will be more work days. These are open sessions to work on your final projects. Bring in technical/conceptual questions, rough sketches, share working methods, etc.

objectives

1. Navigate a history of audiovisual practices through readings, listenings, screenings, and online media.
2. Make a series of pieces that explore a range of technical and conceptual approaches.
3. Develop your technical understanding of sound & light and the tools used to capture and process them.
4. Take risks. Try new ways of making and new artistic identities.

evaluation

The grading in this course is additive. You start at 0 and receive points for doing things. It is possible to earn 120 points. You are in control of how many points you receive. The only way to lose points is by not coming to class. Attendance is mandatory and each unexcused absence beyond 1 results in a 10 point deduction.

- **Completed Project – 8 points per project (6 x 8 = 48 possible points)**
Projects successfully completed and uploaded on time are worth 8 points. Incomplete and late projects receive 5 points for up to one week. No partial credit—for each project you get 8, 4, or 0 points.
- **Participation – 3 point per week (3 x 14 = 42 points total)**
Engage with all assigned materials prior to class and prepare 2 thoughts for discussion. All or nothing each week.
- **Final Project – Piece (20) and short paper (10) = (30 points total)**
A 5-8 minute project that shows both significant effort and individual development over the semester.

120 Possible Points Total | > 100 = A+, 90-99 = A, 80-89 = B, 70-79 = C, < 70 = no credit/fail

policies

Let me know if you have a disability or another condition that might require modification of the course procedures or exercises. For information visit <http://www.virginia.edu/studenthealth/sdac/sdac.html>

I am committed to providing a safe learning environment for all students. In a course like this, it is important that we build a strong and supportive community. Physical and non-physical power-based personal violence will not be tolerated.

I expect you to follow the Honor Code. Production courses often call into question traditional notions of fair use, copyright, and plagiarism. If you have questions about a specific project, talk with me during office hours.

I will make every effort to reply to emails within 24 hours. If I don't reply within 24 hours, please email me again.

This is a new course, expect that the syllabus and schedule will change as we move through the semester.

schedule

- 01.20 Introduction & Expectations
- 01.25 Topic: Framing Sound & Image
- 01.27 Topic: Experiments In Visual Music
- 02.01 Project One: Beginnings/Endings
- 02.03 Workshop: Animation
- 02.08 Topic: Animation
- 02.10 Work Day
- 02.15 Project Two: Animated environments
- 02.17 Workshop: Recording & Sampling
- 02.22 Topic: Sampling
- 02.24 Artist Talk: Eli Stein
- 02.29 Project Three: Recorded or Sampled Environments
- 03.02 Peter Out Of Town
- 03.07 Spring Recess
- 03.09 Spring Recess
- 03.14 Topic: Conceptual and Narrative Approaches
- 03.16 Artist Talk:
- 03.21 Project Four: Collaboration
- 03.23 Topic: Interactivity, Performance, and Audiovisual Interfaces
- 03.28 Workshop: Audiovisual Performance
- 03.30 Work Day
- 04.04 Project Five: Interactive Environments
- 04.06 Topic: Videogames and Virtual Realities
- 04.11 Visiting Artist: Paul Turowski
- 04.13 Work Day
- 04.18 Topic: Sculptural & Networked Approaches
- 04.20 Workshop: Projectors
- 04.25 Project Six: Sculptural & Networked Environments
- 04.27 Work-In-Progress Discussion
- 05.02 Work-In-Progress Discussion
- 05.?? Final Project Screening