

**4D DESIGN ART FUNDAMENTALS
ART 2932 TIME BASED MEDIA**

**Project #2
Small Group Process Video**

Project Description:

Part of functioning in a global community means understanding how to work within a team, and appreciating how things that may seem different are actually connected. For this short project, you will be divided into groups of three to five people in order to produce a group process video. You will be given a list of 'processes' to choose from or you might suggest one for your instructors' approval. You may recall having to give a process speech in high school, or demonstrating how to do something, most of us have done that at least once. Someone gives a speech, with note cards, explaining 'how' to do something like changing the oil on your car, or baking a cake. The goal is to explain to a group of people how something is done. For this project you will develop a topic, separate each gesture or task and develop a storyboard for your group. Each group member will then be assigned one gesture or task to film independently. The group will next take the individual gestures/tasks and edit into a video a cohesive video of the process.

Project Objectives:

Make a short one to three minute video by compiling individually filmed gestures and compiling them into a cohesive whole. Preplanning, storyboards, and group effort will combine to make this first video task richer. Incorporation of four-dimensional principles is required, see project criteria.

Where to Begin:

- Read and Study the assigned readings, blog your responses, read and respond to your classmate's comments.
- Begin brainstorming or concept mapping with your group and in your project book. Often the best works are the simplest, and are not your first idea. Be prepared to work, research, evolve, and work.
- Generate a storyboard for a sequence of events. Working together try to visualize the sequence of events necessary for this Process video. Explore your understanding of the 'process' by making a variety of quick storyboard sketches and ask for feedback from other groups...are the parts and the whole clear, do they understand what process you are demonstrating?
- Once the storyboard is clear, divide the process into the series of gestures or tasks into segments equal to the number of members in your group.
- Each group member should discuss their ideas and their concerns and seek suggestions from group members.

Next Phase Where to Begin

- Test lighting and props - be attentive to the groups goals and how your 'part' fits into the greater 'whole'
- Film your segment of the video

In Class

- Load image clip sequences onto desktop, import clips into iMovieHD
- Place in a timeline
- Remove audio from the clips
- Create a sequential narrative, a logic for their position, time and appearance
- Through the alteration of time, the segmenting of clips (Editing), utilize transitions
 1. Use a minimum of two transitions
- Either make some still frames to import, or google images, but add at least two still frames, but cut an paste, overlap and edit and make a small project by the end of class.
- Add credits and all the artist names at the end
- Export the movie to QuickTime, as per the instructions for Project 1

Project Criteria

1. Group Process Video that successfully communicates the process selected. Your finished project may be no less than one minute and no more than three minutes.
2. Minimum of two different transitions (cut, fade, dissolve, wipe, action-to-action, subject-to-subject, scene-to-scene, moment-to-moment, aspect-to-aspect)
3. Minimum of two different camera angles,
4. Audio may be incorporated, however, it must be constructed/generated by you and must be integral to the concept of the work!
Credits are required: title and artist name
5. Peer Evaluation – you will be given a form to evaluate all the members of your team, this will be considered in the individual grade.

Project Timeline:	
Jan 31	INTRODUCTION TO Project #2 Group Process Project Process Blog Check #1 Screening: Gilbert & George – The Singing Sculpture & The World of Gilbert & George
Feb 5	Demo: Video Camera and In-camera video editing Division into Groups, begin brainstorming
Feb 7	DEMO: video import, intro to I-move Group work – storyboard, division into shooting tasks
Feb 12	Group Work – studio, shooting Screening: The Films of Charles & Ray Eames
Feb 14	Group Work – Video footage due, import, editing, titles
Feb 19	Group Work – Video footage due, import, editing, titles
Feb 21	Critique Group Project #2

Reading and Blog Assignment #3

Launching the Imagination, Chpt. 3 Principles of Two-Dimensional Design. Blog entry on space with some examples of symmetrical and asymmetrical compositions and dynamic space in YouTube videos. Discuss how these ideas might relate to a film you have screened recently (in class or out).

ARTISTS: Paul McCarthy in Sauce (UBUB web), Abbie Horrmann's "Making Gefilte Fish" (<http://www.ubu.com/film/hoffman.html>) Fluxus, Alison Knowles, George Brecht, Yoko Ono, (<http://www.ubu.com/film/fluxfilm.html>), Steina and Woody Vasulka, 37 short fluxus films, Collaborative artists: Gilbert & George,

Due at Critique:

CD-ROM or DVD with Quicktime file and QuickTime file compressed for web
Files must be labeled <yourname_proj1.mov>
this format will be used for each class project, although the file type may change
Files must be uploaded to the blog *before* the start of class for viewing during critique
Storyboards and other in-process materials posted to the blog
Peer Evaluation forms

Project Grading Criteria:

20 pts Quality of work: Resolution to the assigned problem
20 pts Quality of work: Development of conceptual ideas and technical skills
20 pts Quality of work: Craftsmanship
20 pts Quality of work: Inventiveness, experimentation and risk taking
20 pts Quality of work: Peer Evaluation of contribution to the project