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

**Project #6  
Constructed Space**

**Project Objectives:**

Using the framework of a narrative, create a video that indicates a passage of time and space. Using the camera, audio, and video tools we've learned this semester, create a believable mood, transitional space or series of scenes that indicates a passage of time. Construct image sequences that move your viewer through what they perceive to be a continuous path, exploring both the physiological and psychological aspects of space and time. These spaces/places/moods can only be indicated by the way you gather and present the information in your finished work, so careful preplanning is required.

**Project Description:**

The camera [with its recording medium] should be the primary tool you access—becoming the way to construct the time/space and the visual “message”. Consider the camera’s role as well as your role as the observer, collector, operator, curator of time, object and space and how those affect what the viewer sees. You, as the camera, control the images presented to the viewer. Also consider how that editing affects the viewer’s perception, and how you make your choices. Audio should be carefully crafted to evoke the emotions and presence you’ve decided upon, and should be considered as a fully fledged artwork in its own right.

**Where to Begin:**

- Create a sequence of images that read with consistency, describing time, space, narrative or mood. Experiment with storyboarding not only the visual, but audio portions of the work.
- Select a space for shooting. How does this space/spaces affect the formal and conceptual qualities of your piece?
- Work within the framework of availability: light, space, placement of objects, position of the camera
- Work with special effects generated by the camera: amount of time allotted a scene, distance, clarity or obscurity of the image. Use program-generated special effects ONLY when necessary for the piece. Physical effects and interactions should form the basis of the work.

**Project Criteria**

- a. A one to three minute original video, no more, nor less **that explores a passage of time, space, and/or mood.**
- b. A sequence of images that read with consistency, connected to each other, describing time or the space, an event, a narrative,
- c. Minimum of eight scene changes or jump cuts.
- d. Credits are required: title and artist name

Project Timeline:	
March 18	INTRODUCTION TO Project #6 Constructed Space Two student presentations
March 20	Process Blog Check #2 Two student presentations
March 25	Two student presentations Storyboard Draft due – Peer Crit
March 27	Two student presentations
April 1	Two student presentations Screenings: Constructed Space videos
April 3	Two student presentations Screenings: Constructed Space videos

April 8	Two student presentations Process Blog Check #3 Work on Scenes, Filming
April 10	Two student presentations Video footage due, import, editing, titles
April 15	Filming due, prepare to show in-camera or as quicktime for peer review Two student presentations
April 17	Process Blog Check #4
April 22	Final Critique: Project #6 Constructed Space

**Reading and Blog Assignment #3**

Launching the Imagination, Chapter 13, through page 346. Narrative and Non-Narrative: Blog comments should focus on using the key questions at the end of the chapter to analyze a movie you've seen recently.

**ARTISTS:** Charles and Ray Eames, Salvador Dali and Luis Bunuel,

**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
- Storyboard, or copies of your storyboards from your Process Blog

**Project Grading Criteria:**

- 50 pts      Quality of work: Resolution to the assigned problem
- 50 pts      Quality of work: Development of conceptual ideas and technical skills
- 50 pts      Quality of work: Craftsmanship
- 50 pts      Quality of work: Inventiveness, experimentation and risk taking