



BFA-C-026-E – Video and Sound Art

Course Information

Course Duration: 15 weeks

Credit Hours: 45

Meetings: **15**

Location: **JSLH Art Studio**

Prerequisites: NIL No prior experience in art making is required.

A basic camera (phone/dslr) and laptop is mandatory

Equivalent Courses:

Exclusive Courses:

Instructor Information

Instructor: Priyesh Gothwal

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Office:

Office Hours:

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1. Course Descriptionp

Instructor's additional course description.

Video and sound became popular art mediums since 1990's. This course introduces students to video and sound technology as creative means to create artworks. The students will master the tools of shooting, recording and editing video and audio. The course will also focus on the creation of physical and digital platforms for displaying and disseminating video and sound art, i.e. installation, projection, screening broadcasting and social media, etc.

Temporality is the key elements in video and sound art. Throughout the course, the student will explore how the phenomenon of duration was used by video artists, experimental film makers and musician to utilise their strategy of creating artworks. The course will be divided into 5 periods, each of them focusing on different techniques and/ or medium : video essay, desktop documentary, video/ sound installations.

Apart from improving skills and developing artistic sensibilities, this course aims to develop the conceptual and creative thinking of the students.

NO PRIOR KNOWLEDGE IS REQUIRED. STUDENTS WITH NO ARTISTIC EXPERIENCE ARE MOST WELCOME

2. Course Intended Learning Objectives(Aim)

Course Intended Learning Outcomes	Teaching and Learning Activities	Assessments/ Activities
Technical Skills	Studio practice	Studio practice + Submission of artwork each week
Conceptual thinking	Studio practice + History	Monthly discussion
Visual sensibility	Studio practice	Monthly discussion
Creativity	Studio practice	Studio practice

3. Scheme of Evaluation and Grading

Evaluation breakup

Continuous assessment

Class participation: 10 points

Class assignment: 5 points each assignment total 60

Final assignment: 30 point

Grade Definition

4. Academic Integrity

Academic Honesty, Cheating, and Plagiarism.

Participation/Attendance Policy

Use of phone/ texting/ laptop

5. Keyword Syllabus

6. Course Material

Text books NIL

Reference books

Journals / Business Magazines NIL

Web Sources: will be provided before each class.

7. Session Plan

Ses sion	General Topic	Activity	Class submission
1.	Introduction to Video Art and to the Camera	Students will be introduced to Video Art and learn to handle a camera, and will be introduced to its various functions: shutter speed, aperture, ISO, metering, focus, zoom, frame etc.	5 Shots using the various camera functions inspired from the Video Art Examples discussed in class.
2.	Shot size/ camera angles/ camera motion	This will involve basics of shooting a video dealing with using tripod for panning, zoom, single-frame shooting, hand-handled shooting, single and multiple angles, and types of shots.	Different types of shots found on media as well as shot with dslr.
3.	Single Shot	Thinking conceptually about different recording methods – cctv, gopro, digicam etc. Approaching the subject through a single shot and composition within each frame.	Exercise – Taking ahead from Harun Farocki’s Labor in a single shot - no cuts and not more than 2 mins, Series of 5 shots.
SUBMISSION I			
4.	Lighting	This class will take the students through varied technicalities of lighting a frame. We will also look at films and video art where light has been integral to the subject.	5 shots using multiple light settings. One min short video with light as a central conceptual element.
5.	Multiple shots sequencing Temporality	Putting together multiple shots and think of temporality, narrative, and nonlinear experience.	Collating multiple shots into a sequence.

6.	Editing	They will be taught video-editing in Adobe Premiere Pro which will involve basics of editing- cutting, layering, transitions, motion, opacity, speed/duration, filters and other primary effects.	1 min and 3 min film edit.
SUBMISSION II			
7.	Dissecting Film/ Video in Frames	Watching a film together and analyzing each frame and shot to study the flow, texture, camera angles, narrative, and rhythm.	Analysis of the film
8.	Post-production subtitles/ layering	Post-production of the film and getting into the technicalities of adding subtitle. We will also explore a conceptual use of layering in video art.	2 min film using subtitles.
9.	Stop motion- slow motion	Stop motion and slow motion	2 min each
8.	Sound art/ Introduction to sound	Engaging with the realm of sound going deeper and studying the way artists have used sound to explore conceptual frameworks.	Dissecting recognizing sounds
9.	Sound recording	This will include basics of sound, like narration, found sounds, layering, speed, pitch, panning etc. Students will learn about the role of sound in video and experiment by recording sounds from different spaces and adding them to video of a different space.	Recording 5 tracks of sound
10.	Sound editing/ projections	Audacity and Premiere Pro which would involve the basic mixing and sound editing.	Editing 5 tracks and adding sound to videos
11.	Found footage/ montage	Students will look at videos made during Surrealism and Dadaism, how video montage was used to create dream-like sequence. They will experiment creating their own video-montages. We will explore archives and found footage besides the ones collected by them.	From the first class they will be told to keep a video/ audio journal and record 15 secs every day. Students will learn how to access various archives and use their own personal archives to create videos.

12.	Desktop Documentary	A desktop documentary does not procure its footage in the usual way (using a camera) but instead sources its images from the internet. Screen capturing software takes the place of the camera, turning the computer screen into both the method of production and of dissemination of such a documentary.	2 to 5 min Desktop Documentary
14.	Expanding the frame/ extending the screen – Broadcasting	They will also learn about multi-channel videos which occupy more than one screen. Think of what all spaces video and sound can occupy within the digital and analog realm.	Display of multi-channel work as per their individual concepts.
15.	Merging media	This class will include the blurring of traditional and new media to create video works.	2 to 4 mins video submission

Biweekly film screening of Video Art and Experimental Films

Video Artists – William Kentridge, Nam June Paik, Bani Abidi, Hito Steryl, Harun Farocki, Smadar Dreyfus, Raqs Media Collective, Marina Abramovic, David Hall, Camp, Amar Kanwar, Sohrab Hura, Devadeep Gupta, Shilpa Gupta, Kevin Lee

Experimental Films and Documentary

Purple Sea, Nuclear Hallucinations, Sans Soliel, Space dogs,