

SA106: Interactive Digital

T-Th 3:30-5:50 HAR220

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Office hours: Tuesday 5:50-6:30 HIB 335

Overview:

In this class we explore the computer as a machine for the production of fine art with an emphasis on time-based media. Focusing on Premier and Director, technical skills are learned in the context of assignments requiring conceptual thought. Group critique and discussion follow the completion of each assignment. Learning digital imaging skills occurs in tandem with learning to speak about your own work.

Reading address the impact of communication technologies on the construction of identity(s).

Reading discussion occurs on the I-DIG mailing list.

Books:

Mailing List Discussion:

Allucquere Rosanne Stone,

[The War of Desire and Technology at the Close of the Mechanical Age](#)

Technical:

[How to Produce High Quality Quicktime](http://www.terran.com/QuickTime/Article/index.html) (<http://www.terran.com/QuickTime/Article/index.html>)

[Director 6 Demystified / Director 6 Visual Quickstart Guide](#)

Replica Xeroxes

Requirements:

The successful completion of SA106 requires substantial time outside of class. Access to a computer is a must. You must be able to get to a lab during lab hours or own a computer to complete the assignments on time. If you don't feel that you have the time to commit to SA106 this quarter please let somebody from the waiting list take your place in class.

1. Attendance of class sessions and active participation in discussion and critiques
2. Subscription to and active participation in the mailing list discussion.
3. Successful completion of assignments

Grading:

40% Class participation, mailing list discussion, individual effort and development over the course of the semester

60% Assignments: 10% Found Footage, 20% Exquisite Corpse, 30% Static/Time

A = exceptional engagement in the work and substantial development and improvement over the course of the semester as well as original, well considered participation in class and net discussions

B = thoughtful completion of projects and active participation in class and net discussions

C = adequate completion of assignments

Attendance

You are expected to attend every class session, attendance of crits is mandatory.

3 absences = F

3 "tardys" = 1 absence

Late assignment = automatic drop of one grade level on assignment

Costs:

Textbooks and Software Handbooks:

\$15-\$60

Expect to spend \$50 to \$150 to successfully complete your projects

expenses to consider:

Zip Disk(s) (\$15/100MB) or Jaz Disks (\$90/1GB) for storage

Rental of video and sound recording equipment

Service bureau costs

Assignments

Assignments focus on the impact of digital technology on the production and dissemination of artwork with an emphasis on time based media. You are encouraged to assist each other with individual assignments as well as use the resources of the net in completing projects.

Assignment #1 (10%)

Found Footage

Working from supplied found sound and video clips make a 1 minute movie using Premier.

Assignment #2 (20%)

Exquisite Corpse

Using Director create an "tour" of a part of your body. Think about the body part as it relates to discourses of science, entertainment, medicine, politics, art etc...

Assignment #3 (30%)

Static/Time

Make two separate artworks from the same idea and source material: one that is "static" (ie. text, photo-based or digital output, drawing, painting, sculpture) and one that is "time based" (ie. video, film, performance, multi/interactive media, web, sound, music). A digital process must be included in the completion of at least one component of this assignment.