

Experimental Video and Animation

Art 113/213
Laurel Beckman

Spring 2021 Remote instruction version via Zoom, Slack, Vimeo, internet tutorials
Permission of instructor

An independent projects class for advanced undergrads and graduate students doing video and/or animation projects of all types and presentation including installation, projection, mobile & alternative platforms. Experimentation is important in all aspects- conceptual approaches, technical manifestation, and display strategies.

From narrative to abstraction, private and public screens, we'll investigate experimental video and animation through the lens of contemporary art practice and its relationship with image-making, contemporary culture, film, theater, architecture, phenomenology, and wonder.

We'll look at dozens of artists/projects working in a variety of forms and approaches including the physical and virtual manipulation of form/materials, installation, performance, digitally-centric, interactive, projection mapping; platforms small and large. We'll pay attention to the most current trends- including the upsurge in virtual beings/worlds (including filters), and the exhaustion (or, in Paul Chan's words "peak screen") with the screen.

Some experience with digital imaging and basic video is required- the class assumes that you know basic video capture and editing techniques. Class participants are welcome to use whatever devices and software they like and are useful for them. The class will focus its technical offerings on After Effects and digital video workflow. We may mount an end of quarter event with your projects.

Attendance Policy: You may miss only 2 classes without consequences. 3 classes will bring your grade down ½ point, 4 missed classes will bring your grade down by 1 point; 5 missed classes and you cannot pass the class.

There's *a lot* of crossover between the categories below, and themes/content are not particular to methodology, but here's an evolving list of artists/projects to look at:

Cinematic/Performative/Narrative including mixed approaches

Kristen Mills, Slade Forest (S. Wagner), Emotional Store (Scotty Wagner & Bailey Hikawa) 100 Year Plan. World, Raphaela Vogel, Kahil Joseph, Klara Liden, Isla Hansen, Patrick McElnea, Elina Brotherus, Jacolby Satterwhite, see also "plastic space" below, Mary Reid Kelly, Rachel Maclean, Rachel Rose, Candice Breitz, Liz Magic Laser, Dani Restack, Shana Moulton, Ulu Braun, Jessie Fleming – see also interactive VR below, Sky Hopinka, Eeva Siivonen, Zihui Song, Laura Parnes, Stanya Kahn, Kade Twist, Anti Sala, Rashaad Newsome, Andrew Thomas Huang, Janelle VanderKelen, Karen Mirza and Brad Butler, Ryan Trecartin, Salla Tykka, Pipilotti Rist, Petra Cortright, Catherine Chalmers, Ulla von Brandenburg, Brian Bress, A.K. Burns, Elizabeth Price, Alex Hubbard, Kara Hearn, Brody Condon, Eve Sussman/Rufus Corporation, Wu Tsang, Mark Lewis, Doug Aitken, Issac Julien, Phil Collins, William Lamson, Jesper Just, Kalup Linzy, Omer Fast, Steve McQueen
pioneers: Douglas Gordon, Stan Douglas, Tacita Dean, Rodney Graham, Sam Taylor-Wood, Sun Ra & John Coney, Cheryl Donegan, Lynn Hershman

Installation/Space/Multi-channel/Episodic

Sondra Perry, Meriem Bennani, Denise Iris, Julian Rosefeldt, Victoria Fu, Hannah Epstein (Outer Space install), Shana Moulton, Neil Beloufa, Laure Prouvost, Timur Si-Qin, Saya Woolfalk, Kerry Tribe, Pascual Sisto, Hilja Keading, Paul Chan, Rosa Aiello, Mika Rottenberg, Philip Artus, Adriane Wachholz, Tony Oursler installation 2010 at Lehmann Maupin, Eulalia Valldosera, Daniel Von Sturmer, Reynolds Reynolds, Michael Guidetti (projections, w/paintings), Mischa Kuball, Marco Brambilla, Janet Cardiff & George Bures Miller, Jeffrey Wells, Alan Rath, Nira Pereg, Santiago Caicedo de Roux, Laura Parnes, Casey Jane Ellison, Kalup Linzy
pioneers: Jayson Musson, Diana Thater, Douglas Gordon, Gary Hill, Bill Viola, Anthony McCall, Jane and Louise Wilson, Gretchen Bender, Cheryl Donegan, Ericka Beckman

Plastic Space and Beings, 3d, Virtuality

Hervisions (Zaiba Jabbar curator), Experimental 3D page, Bryn Oh, Queer Ecology, Meriem Bennani, Lorin Roser, Peter Burr, Sarah Ann Banks, Laura Iancu, Natalia Jo, Nick Crockett, Bunny Rogers, Colin Rosati, Jon Rafman, Quayola, Ian Cheng, Cassie McQuater, Jackie Turpin, Claudia Hart, David O'Reilly, Lawrence Lek, baron lanteigne, Wednesday Kim, Sabrina Ratte, Cliff Evans, Jacolby Satterwhite, Brenna Murphy, Sabine Gruffat <http://www.andorgallery.com/shows/media/34_memoryChipScenes720p.mp4>, Wendy Vainity (madcatlady), Joe Merrell, Dentsu London, iPad light 3d extrusions, Casey Jane Ellison, Casey Reas, Hito Steyerl, Alan Warburton, Kathleen Daniel, Michael Lewy, Ann Lislegaard, Magnus Wallin, Patrick Doan, Tas Moskovich, Matthew Weinstein, Brody Condon (older work), Jeremy Blake, Jennifer Steinkamp, Bartek Szlachcic, Pierre Huyghe, Takeshi Murata, Sheldon Brown (Scalable City), Relja Penezic, Glenn Marshall, Robert Seidel, Gerald Guthrie, Edo Stern

360/VR, AR, AI/Simulation, Mobile, Gifs, Games, Early Digital

Theo Triantafyllidis, Nye Thompson, Pierre Huyghe (Of Ideal), Can Büyükberber, Hervisions, Nancy Baker Cahill's 4th Wall app, Alex Pearl (rotagavini, gifs), Estella Tse, Alejandro G. Iñárritu- Carne y Arena, First Look/New Museum artists VR app w/360 videos, Yu Hong, Ha Na Lee, Forgotten Landscapes Ascent from Makeron, & eko, ESP TV, mobile unit, <http://www.esptv.com/read-me/>, Lorna Mills, Cyriak, Immobilite: "1st" feature length mobile phone art film, Doug Aitken's 'Altered Earth' app, Gas Zappers, online interactive art game, Myriam Thyes, Jitsuro Mase, I3DG Palm Top Theater, new VR work from Anish Kapoor, Alison Bennett, Preserving Worlds, <https://hyperallergic.com/530076/tracing-the-interconnectedness-of-art-and-video-games/>, Jaron Lanier, Brody Condon, Anne-Marie Schleiner, Garrett Lynch, Joseph Delappe, Feng Menbo, Pi-Slices (gifs), Timelaspse ("1st" video made entirely from video game footage)
<http://www.youtube.com/watch?v=imIkmHCo8Lw>,
<https://www.widewalls.ch/magazine/video-game-art>
NFT's <https://www.cnn.com/videos/business/2021/03/12/nft-non-fungible-token-beeple.cnnbusiness>

pioneers: John Simon, JODI, Cory Arcangel, Natalie Bookchin

Re-animation- Stop Motion/Time Lapse/Puppets

Michael Rollins, Romane Granger (Utsukushiki Tennen), Yuan Goang-Ming, Kirsten Lepore, Jack Stauber, WongPing (NSFW), Date Farmers, Tommy Hartung, Janie Geiser, Manual Cinema, Ezra Johnson, Johannes DeYoung, Sihanouk Mariona, Cassandra C. Jones, Tytus Majerski, Mo 'Sam- Tulkou, Quique Rivera Rivera, Nathalie Djurberg, Ryan Brennan, Allison Schulnik, Rob Carter, Francious Vautier, Brent Green, Karen Yasinsky, Jen Stark, Bang-yao Liu, Jim Lefevre's 'Phonotrope', Erez Horovitz, Chris Doyle, Joseph Mann, Barry J C Purves
pioneers: Brothers Quay, Jan Svankmajer, Lotte Reiniger, Harry Smith
Vintage European - <http://www.darkstrider.net/gallery2a.html>

<http://blogs.smithsonianmag.com/smartnews/2013/04/the-earliest-stop-motion-animations-are-weirdly-wonderful/>

Collage & Drawing and Painting Sensibilities & fusions

Jim Ovelmen, Chitra Ganesh, <https://www.lettersfromthetui.com>, Benni Quintero, Felix Colgrave, Rammellzee, Kelly Sears, Caleb Wood, Heather Phillipson, Dave Miko and Tom Thayer, Sanya Kantarovsky (Happy Soul), Tabaimo, Tina Willgren, Ariel Jackson, Ezra Johnson, Caspar Stracke, Paraic Mc Gloughlin (Arena), Chris Ware, John Kuramoto, The New Yorker, Stas Orlovski, Federico Solmi, Deville Cohen, Zach Nadar, Dee Hibbert-Jones & Nomi Talisman, Marina Zurkow, Ulu Braun, Tezuka Osamu, Joaquin Urbina, Matt Hattler, Patrick Jean, Heather Freeman, Sari Carel, Marco Brambilla, BLU, David Shrigley, Hillary Mushkin, As We Go On, The Sleep of Reason projects, Steve Coogan, Julia Davis, Simon Pegg- I am Not an Animal 2005 BBC animation series, Martha Colburn, Leslie Supnet, Jacob Ciocci, Chris Doyle
pioneers: William Kentridge, Don Hertzfeldt

Frequencies, visual & aural

Peter Burr (<http://theshapeofempty.space>), Quayola, LoVid, Sarah Rara, Thornsten Fleisch, Karl Erikson, Allison L. Holt, Alison O'Daniel, Jessie Fleming's JANE-THE-BAPTIST, Yolande Harris, Larry Wang, Sufi Urbani, Masayuki Kawai, Joshua Gen Solondz, Aura Satz, Nicolas Bernier, Robin Dupuis, j-views (with vegetables), Sonic Water, Philip Artus, Snail Trail (laser, phosphorescent surface), Ethan Turpin, Rafael Lozano-Hemmer, Jim Campbell

Experimental (and contemporary art) Film & Direct Manipulation (film, pigment, camera-less, or in that tradition)

Neil Beloufa including "Screen Talk", Cauleen Smith, Sky Hopinka, Ja'Tovia Gary, Nathaniel Sullivan, Fox Maxy,,,,,, Susi Sie, Lynn Marie Kirby, Jennifer West, Jodie Mack, Ross Hogg, Phil Solomon, Antoine Presies, Tone Kristin Bjordam, Sam Spreckley, Bill Morrison, Steve Roden, Romain Alary and Antoine Levi (pinhole) <http://stenop.es/>
pioneers: Sara Kathryn Arledge, Harry Smith, Barbara Hammer, Oskar Fischinger, Harry Smith, Stan Brakhage, Len Lye, Norman McClaren, Glenn McKay, Joshua Light Show

Projector-Performance/theater, Projection Mapping, Urban Screens, Public Media

Sandra Gibson and Luis Recoder, <http://handmadecinema.com/mobileview.php?id=19>
Manual Cinema, Egill Sæbjörnsson, Miwa Matreyek, Cloud Eye Control, teatrocinema, Microscope Toy Theater, Bruce McClure, Daniel Barrow, Andrew Jones, Projector Obscura, Uršula Berlot, Graffiti Research Lab's Interactive Architecture, Pierre Hebert
Klip Collective, Ericka Beckman at the HighLine, Peggy Ahwesh, Standard Vision
Bot & Dolly, The Box, Midnight Moment, various artists, Ofri Cnaani, Max Hattler, Lyu Jaeha
Friedrich van Schoor, Art+Com, Tokujin Yoshioka, Patrice Warrener, Haluk Akakce, Blinkenlights, Electroland, Jim Campbell (public installations), Jaume Plensa/Crown Fountain, TXTual healing, <http://projection-mapping.org/the-history-of-projection-mapping/>, Splatoscope https://www.youtube.com/watch?v=uU14Z_5sjKc, <https://www.creativebloq.com/video/projection-mapping-912849>, <https://www.instructables.com/DIY-3D-Projection-Mapping-with-VDMX/>
pioneers: Jenny Holzer (Projections), Krzysztof Wodiczko

Re-purposed/Remix/Mash-up, Typography

Then, What If? http://nmmne.org/ThenWhatIf/then_what_if.php,
Kahil Joseph's "BLKNWS", Phil Solomon, Christian Marclay, Pogo, Gregory Brothers, Animal Charm, Bill Morrison, Young-Hae Chang Heavy Industries, Tony Cokes
pioneers: Craig Baldwin, Henry Hills, Bruce Conner

Needed/Useful things to get

Video Converter and/or download applications: free and fee video converters/transcoders that work with newer OS- test them to check on performance, especially how much they degrade the video- Smart Converter, Handbrake, Aimersoft, Wondershare, MPEG Streamclip Downloaders-Airy (mostly limited to you tube vids) or iTubeStudio

Airy for MAC- <http://mac.eltima.com/youtube-downloader-mac.html>

Screen Capture program for stills and video (my favorite one)- Screenflick

<http://www.araelium.com/screenflick/>

Desktop Player VLC player- <http://www.videolan.org/vlc/streaming.html>

File Transfers- Wetransfer- free transfer of up to 2GB files (pay for more)-

<https://www.wetransfer.com/> , Dropbox- www.dropbox.com

iPhone mount for a tripod, or stand alone, with handle-

<http://www.shoulderpod.com/shoulderpod-s1/>

Gimbal- <https://www.nytimes.com/wirecutter/reviews/best-android-and-iphone-gimbal/>

<https://www.premiumbeat.com/blog/best-small-budget-gimbals/> , good to get one if you can that can support both phones and cameras.

Portals/Festivals

<https://www.passing-time.org>

<https://currentsvirtual.com>

<http://xcentric.cccb.org/en/arxiu>

<https://vimeo.com/channels/frameandfrequency>

<https://vimeo.com/user6801365>

<https://www.theunstitute.org/exit3.html>

<http://www.lecinemaclub.com>

<https://fourthree.boilerroom.tv>

<http://www.newmuseum.org/exhibitions/online>

<http://handmadecinema.com/?v=full>

<http://www.ubu.com/film/> (great archive of earlier films/video)

<http://tank.tv/>

<https://marathonscreenings.com>

<http://www.animateprojects.org/>

<http://freewaves.org/>

<http://www.theoneminutes.org/>

<http://preview.instantcinema.org/>

<http://24-25.fr/index.php?language=en>

<http://www.elmur.net/index.php>

<http://www.tenderpixel.com/exhibitions.html>

<http://arttube.boijmans.nl/nl/>

<http://www.centerforvisualmusic.org/>

<http://iotacenter.org/>

<http://www.lux.org.uk/>

<http://www.woostercollective.com/animation/>

<http://www.imagesfestival.com/>

<http://www.animationfestival.ca/index.php>

<https://vimeo.com/eyeworksfestival>

<http://platformfestival.com/>

<http://urbanscreens.org>

<http://www.caszuidas.org/site/main.php>

<http://rhizome.org/> (community, opportunities)

<http://www.expcinema.com/site/index.php> (calls)

<http://www.wholphindvd.com/> (short films on dvd from McSweeny's)

<http://netex.nmartproject.net/> (calls for entries)

<http://rhizome.org/announce/opportunities/#filter-top> (calls for entries)
<http://www.reelport.com/> (upload site for & calls for entries)
<http://www.festwatch.com/> (festival listings for animation)
<http://screenfestival.no> (Oslo, + calls for entries)
<http://www.incite-online.net/welcome.html> (journal for experimental media)
Performa TV- <http://www.youtube.com/user/performatv>
<http://file.org.br/anima2013/?lang=en>
Aboveground Animation- <https://vimeo.com/user11086354>,
Archived (closed) Young Projects – a dedicated gallery for contemporary video art, very good stuff. <http://www.youngprojectsgallery.com>

Tutorials

Main sites:

Creative Cow

<http://www.creativecow.net/>

Video Co-Pilot

<http://www.videocopilot.net/tutorials/>

<http://www.lynda.com/> ... LinkedIn Learning (some free, some fee)

General video:

<http://vimeo.com/videoschool>

understanding specs/standards

<http://techtutorialsfordummies.blogspot.com/2010/02/video-and-audio-codecs.html>

pixel aspect ratio- <http://www.youtube.com/watch?v=bae5DIqa6tk>

<https://www.youtube.com/c/SurfacedStudio/videos>

After Effects:

After Effects CC 2019 - Full Tutorial for Beginners:

https://www.youtube.com/watch?v=rj_KLmHQ5aY

Beginning and Experienced:

<https://helpx.adobe.com/after-effects/tutorials.html>

<https://www.youtube.com/watch?v=Zw1GiHhBnW0> (AE crashing)

<https://www.creativebloq.com/after-effects/tutorials-1232661> (extras)

<http://www.videocopilot.net/basic/> - old, but great for beginners

<http://www.videocopilot.net/search/?s=tutorials&q=after+effects>

After Effects User Guide

<https://helpx.adobe.com/after-effects/user-guide.html/after-effects/using/welcome.ug.html>

Final Cut Pro X:

[https://www.youtube.com/watch?v=e7-](https://www.youtube.com/watch?v=e7-zZkHJHas&feature=iv&src_vid=nklZhdbP5cw&annotation_id=annotation_246964845)

[zZkHJHas&feature=iv&src_vid=nklZhdbP5cw&annotation_id=annotation_246964845](https://www.youtube.com/watch?v=e7-zZkHJHas&feature=iv&src_vid=nklZhdbP5cw&annotation_id=annotation_246964845)

<http://fcpx.tv>

fee but very good- <https://www.lynda.com/Final-Cut-Pro-tutorials/Final-Cut-Pro-X-10-2-Essential-Training/371691-2.html>

Adobe Aero- <https://www.youtube.com/watch?v=Axam9Gr4UJ0>

Additional Tech/Resources and Information

Free or cheap stock Audio and Video clips:

<http://www.1soundfx.com/index.html>

<http://www.freesound.org/browse/tags/sound-effects/>

<http://www.stockfootageforfree.com/>

<http://www.istockphoto.com/index.php>

<http://detonationfilms.com/missionstatement.htm>

<http://www.pond5.com/>
<https://archive.org>
<http://sketchup.google.com/3dwarehouse/>

Lidar on your phone (for AR) <https://www.cnet.com/how-to/future-of-lidar-cool-now-going-to-be-cooler-apple-iphone-12-and-ipad-pro/>

Raw footage vs compressed (jpg)- <https://www.youtube.com/watch?v=uk-luMDIKCE>

Media Player (for projector without using a computer) brands- Western Digital (WD TV Live), MyPin, Micca, AGPTEK

Diy stuff

<http://www.instructables.com/id/Make-an-iPod-Video-Projector/>

<http://www.instructables.com/id/PROJECTION-BOMBING/>

<http://www.recycledgoods.com/Search.aspx?search=projector>

http://www.studio-productions-inc.com/white_papers/wp_projection_scrim_main.html

Reference Reading & Looking:

Andrew Russeth, Four Artists on the Future of Video Art (Steyerl, Julien, Rose, Hershman-Leeson), New York Times Style Magazine, July 2020

<https://www.nytimes.com/2020/07/22/t-magazine/video-art.html>

Melanie Nakaue, The Politics of Simulation, X-Tra, <https://www.x-traonline.org/online/the-politics-of-simulation>, 2020

Michael Filimowitz, Audiovisual Aesthetics #1, <https://medium.com/sound-and-design/audiovisual-aesthetics-1-c78cb35c73d>, 2020

Allison Conner, Kahil Joseph's News Channel Revels in Black History and Experience, *Hyperallergic*, Nov 23, 2020, <https://hyperallergic.com/602876/kahlil-joseph-blknws-made-in-la/>

Liquid Blackness, collab, research project on blackness and aesthetics, Department of film, media and theatre, Georgia State University, <http://liquidblackness.com>, particularly

Holding Blackness in Suspension: The Films of Kahil Joseph,

<https://liquidblackness.com/kahlil-joseph-research-project>

Hito Steyerl, The Wretched of the Screen, *eFlux journal*, Sternberg Press, 2012 full text pdf- http://thecomposingrooms.com/research/reading/2013/e-flux_Hito%20Steyerl_15.pdf more - <http://artistsspace.org/exhibitions/hito-steyerl>

Vicky Smith & Nicky Hamlyn, *Experimental and Expanded Animation: New Perspectives and Practices*, (film, video and animation practices), 2018

Before Projection: Video Sculpture 1974-1995, MIT List Center, 2018

<https://listart.mit.edu/exhibitions/projection-video-sculpture-1974-1995> Tamara Todd, ed.,

Erika Balsom, *After Uniqueness: A History of Film and Video Art in Circulation*, March 2017

Gabrielle Jennings, ed., *Abstract Video: The Moving Image in Contemporary Art*, University of California Press, 2015

Helen Westgeest, *Video Art Theory, A Comparative Approach*, John Wiley & Sons, Inc., 2016
Screen Space: The Projected Image in Contemporary Art, Manchester University Press, 2011

Chrissie Iles, ed., *Dreamlands: Immersive Cinema and Art, 1905-2016*, 2016

Catherine Elwes, *Installation and the Moving Image*, 2015
Chris Iles, *Into the Light: The Projected Image in American Art, 1964-1977*, Whitney Museum of American Art Books, 2001

Mark Cousins, *The Story of Film: An Odyssey*, (on Hulu)

<http://www.channel4.com/programmes/the-story-of-film-an-odyssey>, 2011

Jason Farago, Virtual Reality Has Arrived in the Art World. Now What?, New York Times, Feb. 3. 2017

Gloria Sutton, The Experience Machine: Stan VanDerBeek's Movie-Drome and Expanded Cinema, MIT Press, 2015

Omar Kholeif, Moving Image (Whitechapel: Documents of Contemporary Art), MIT Press 2015

Michael Z. Newman, Video Revolutions: On the History of a Medium, Columbia University Press, 2014

Jacob King & Jason Simon, Before and After UbuWeb: A conversation about artists' film and video distribution, Rhizome, Feb. 20, 2014, <http://rhizome.org/editorial/2014/feb/20/and-after-ubuweb-distributing-artists-film-and-vid/>

Sara Arrhenius & Magnus Bergh, eds., Trip to the Moon: The Moving Image in Contemporary Art, Albert Bonniers Förlag, Bonniers Konsthall, 2012

Chris Kraus, Indelible Video, from Where Art Belongs, Semiotext, 2011
<http://semiotexte.com/?p=683>

David Company, ed., The Cinematic, Whitechapel, 2007

Steve Anker, Kathy Geritz, Steve Seid, Radical Light: Alternative Film and Video in the San Francisco Bay Area, 1945-2000, UC Press 2010

Glenn Phillips, etc, ed., California Video: Artists and Histories, 2008

Paul Wells & Johnny Hardstaff, Re-Imaging Animation: The Changing Face of the Moving Image, AVA Publishing 2008

Lev Manovich, Understanding Hybrid Media, <http://www.manovich.net/articles.php>, 2007

Tom Sito, Moving Innovation: A History of Computer Animation, MIT press, 2015

Chris Gehman, Steve Reinke, The Sharpest Point: Animation at the end of Cinema, 2005

Norman Klein, Animation: Painting with a Machine Gun, from Animations, P.S.1, Contemporary Art Center/MOMA, KW- Institute for Contemporary Art, Berlin, 2003

Donato Maniello, Augmented Reality in Public Spaces Basic Techniques for Video Mapping Volume 2015

Media Facades- 2013: <http://www.mediaarchitecture.org>, and, Matthias Hank Haeusler, Media Facades, Avedition GmbH, 2009 (book)

Thomas Larmarre, The Anime Machine: A media Theory of Animation, 2009

Maeve Connolly, The Place of Artists' Cinema: Space, Site, and Screen, 2009

Norman Klein, The Vatican to Vegas: The History of Special Effects, New Press, 2004

Janet H. Murray, Hamlet on the Holodeck: The Future of Narrative in Cyberspace, 1998

Marie-Laure Ryan, Narrative as Virtual Reality 2: Revisiting Immersion and Interactivity in Literature and Electronic Media (Parallax: Re-visions of Culture and Society, 2015
