FA 3200 Section 001 / Film 3790 Section 001 Fall 2004  
Experimental Animation, Video, and the Web  
Prerequisite: FA 2000 and acceptance into the ArtsTech program, or film major, or instructor's consent.  
Instructor: Kent Maxwell  e-mail kent.maxwell@utah.edu  
ph (534-1158) @ the UFVC, noon-5pm for the next few weeks  
I only check my e-mail about once a week, so if it is urgent call me.  
Class web site is at www.cc.utah.edu/~klm6

Class meets on Mondays, Wednesdays, and Fridays August 24 through December 7 except Labor Day: Monday, September 5; Friday, October 7 (Fall Break); and Friday November 25 (Thanksgiving Break).  Class meets at 10:45 am to 11:35 am in Art 258.

This course is designed to help students establish an aesthetic and evolve a form that speaks of a personal vision. The spirit of this hands-on course is exploratory. Students are offered an introduction into the aesthetic, techniques, and historical evolution of experimental media.

We will be using the web for reference information. The links to and specific location of these sites along with pdfs of the handouts/assignments will be posted on the class web site. There will also be various films or video programs presented each week. These will also be listed on the web site. You will be expected to have seen these, some will be on reserve in the Marriott Library, but some may not. You can arrange to view anything you miss.

We will be using Macintosh computers and various software applications (various applications from free ware off the web to Final Cut Pro), scanners, DVD burners, digital video input devices and cameras (fire wire). You will be expected to have basic computer (Macintosh) skills (FA 2000 is the prerequisite for this class). In the second half of the class you will need access to a video camera (almost any format will do) or a digital camera (it will help if it will take several seconds of movie) or a web cam.

For your assignments you may use the Macintosh computers in the Multimedia Center and Labs at the Marriott Library during posted hours and/or room 258 as a lab-I will let you know 258's lab hours. Many of the assignments can be done on any of the networked Macs in the Multimedia or in the art department. Some of the assignments may require specific machines. If you have your own computer, obviously you can use it—if you have the same or similar software. But if you insist on using a PC, I may have a hard time giving you technical assistance. I will admit to having a strong Macintosh preference. You will be required to turn in your work in a form that I can open on a Mac.

This class is a Fine Arts studio class. It will require a decent amount of time, 10 to 15 hours or more a week out side of class. Generally you will be working on projects. Several assignment (each with multiple parts) including: animated gifs and quicktime movies that you will post on the web; several short digital videos (animation and experimental audio/video/dvds), etc. At least one of these projects will be a group/class project. There will be web readings, and some simple research. There will be several pop quizzes on the reading material, and/or on use of applications with the computer.

Schedule (things may change but this is the initial plan):

Web Head  Weeks 1-3  
Introduction into basic animation techniques, using potostrips. Creating loops, Colorizing and layering.  
We will be using Photoshop, Image Ready, and a simple web composer like Netscape.

Howl  Weeks 3-6  
2005 is the 50th anniversary of Allen Ginsberg's poem Howl. We will be using Final Cut Pro, a demux program, and Photoshop, to create an interactive background for a live reading of this poem at the SLC Library. Sampling, time manipulation, layering, and rotoscoping.

Frameless  Weeks 6-7  
Creating fluid abstract animations with audio. Using filmstrips.

Pixelation Weeks 8-9  
Reanimating life, so to speak. Stop motion animation with animated (live and moving) subjects.

Student Created Assignment Weeks 10-11  
The class will come up with the limitations for this assignment.

Flipbooks  Week 12  
A printed and bound animation.

Final  Weeks 13-16  
Final project.