

SPECIFIC UNIT OUTLINE
VISUAL RESEARCH Electronic Art 292, 392;

Day: Wednesday
Time: 2.00 – 5.00
Location: Building 202 Room 117
Lecturer: Cam Merton

Unit Overview

It is the intention of this project that students develop a sense for serendipity and discovery in the formation of both idea and final product. To this end, the project will be made up of a series of two separate smaller projects/enquiries and a final work which will incorporate ideas and elements of the first two projects. Each project will feed into and inform the next.

First Project – The Space You Can't See

For this project you will be required to capture a range of sounds and environments with the aim of creating a spatial narrative. You will utilise Final Cut Pro to layer, sequence and compose your work. Your final piece should be 1 to 3 minutes long and should intelligently investigate, interrogate and subvert notions of linear narrative. You are free to use any found recorded sounds, your voice and any other sonic element that you record yourself. You must not use any downloaded or 3rd party sounds. You are required to note the idea's found and generated for this project as they will be utilised in ensuing projects. You are encouraged to be playful and be open to discovering your sounds and idea's through play.

Second Project – Still Films

This project looks at new approaches to the investigation of narrative. The ideas in this project should be inspired by the findings and idea's generated from your first project. You will need to talk about the idea flow from project one to project two. In this project you will be required to create a sequence of images. As with the first project you are asked to intelligently investigate, interrogate and subvert notions of linear narrative. You may use text/subtitles with your images.

Final Project – Amalgamation

This final project will give you a chance to amalgamate the work and idea's created in the previous two projects. You will be required to show how your work in project one and two feeds into this final project. You may wish to develop the idea's generated in the first two projects further or you may wish to use them as a springboard for this final project. It is recommended that you utilise elements from your first two projects where applicable.

Your final work must include an audio component and a visual component. The visual component may be comprised of still images, video or a combination of the two. The work will be constructed in Final Cut Pro and should be 2 to 5 minutes long. You will need to show the conceptual development for this work and will need to discuss your approach and idea's in week 9.

General

You should view the first two projects as research through play. You will need to utilise your visual diary to record your research notes and finding. Sometimes the littlest things which may seem inconsequential at the time can spark giant idea's further down the track. To this end, I encourage you all to buy a small pocket sized notebook and carry it with you everywhere in order to take notes of the things that catch your eye. Think of yourself as a detective. Anything could be a clue to a larger puzzle you may not be able to see yet.

OUTLINE

WEEK	FOCUS	WORKSHOP
Week 1	Introduction and setup.	Research Strategies, file storage, networking, lab logins, SEA workshop.
Week 2	Introduction to Sound recording and composition.	Sound workshop from recording to editing and layering using FinalCut Pro. Bring Headphones!
Week 3	In Class work towards first project.	Individual tutorial as needed.
Week 4	First Project Due	
Week 5	Introduction to the still image.	Framing, shot flow, storyboarding workshop. Basic Digital Camera Intro. Photoshop Intro.
Week 6	Image Editing.	Photoshop editing tools.
Week 7	In Class work towards second project.	Individual tutorial as needed.
Week 8	Second Project Due Mid Semester Review Working with video in the digital environment.	Digital Video Camera workshop - camera basics and methods for manual control. FinalCut Pro intro.
Week 9	Final Project Idea Discussion Sequencing and editing in digital environments.	FinalCut Pro workshop: Capturing Intro to editing tools.
Week 10	Still image in a moving medium.	Photoshop for use in FinalCut.
Week 11	Project Development.	Individually directed work for end of semester review.
Week 12	Project Development.	Individually directed work for end of semester review.
Week 13	Project Development.	Individually directed work for end of semester review.
Week 14	Project Review	

| Paul Thomas: Senior Lecturer |

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