# TOWARD A VOCABULARY OF IMAGE / SOUND / TEXT RELATIONS

## THE FRAME / SHOT

image content / image composition / inclusion of particular subject matter / color/ texture / the quality of camera work - tripod, hand held, steadycam, dolley etc. / quality of light - high key, low key, natural light, theatrical lighting, filters etc. / kinds of film/tape (the aesthetics of a particular camera) - 16mm, 8mm, Betacam, Video 8, High8, Super VHS, VHS, U-Matic, 1", black and white, color, xray, infra red, Gamma, Ultrasound, radar, sonar, 35mm, 70mm, I-max, HDTV, Quicktime / PAL, NTSC, SECAM / quality of effects i.e. colorized, digital abstraction, keying, optical printing etc. / kind of lens - macro, zoom, fisheye, etc. / overall aesthetic i.e. naturalistic, dreamlike, / objective/subjective / viewers point of view - distanced witness-watching event, taking an (illusionistic) active role / still image / still camera / moving subject / still camera // moving camera / moving subject // moving camera / still subject / pan / zoom in/out - digital zoom (digital effect) / tilt / overhead / camera trajectory / pulling focus / superimpositions / dissolves / split screen / fragment screen / collage / animation / visual texts / The Harry / Fairlight / Vision Mixer / Painterly effects / computer graphics / bomb cam / surveillance / hidden / helicopter / plane / sports / combinations of the above / slide dissolves / projections / re-shaped screens / video wall

## LIGHT

light as meaning / backlight / fill/ contextual lighting / spot / sculpting with light (defining a space) shiftng focus with light (door opens to reveal) / gels / color / negative / painted

## SOUND RELATIONS TO THE FRAME/SHOT

sync sound / kinds of mics - shotgun, omni, cardiod, lavalier, contact, plate / mono, stereo, binaural quality of audio - digital, magnetic, optical? / position of mic - close for detail or far from subject (point of view) / dubbed vocal / fake sync / voice over / ambient sync / fake ambient / displaced but related i.e. cocktail party sound used for background / folley - fake ambient sound possibly constructed from a number of sounds (not actual sound) / samples - chunks of sound played back with keyboard or sequencer / music - created for a specific use in film/video / music - original music applied to a new context / sound treatments - reverb, digital delay, harmonize, modulate, alter/abstract, manipulate speed etc / musical theme / period authenticity / juxtaposition/ incongruity / rhythmic editing / volume / juxtaposition of various / off screen sound / doppler / slow / realistic / fidelities

## KINDS OF EDITS - VIDEO AND AUDIO

The quintessential moment / IMAGE  - shot to shot - jump cuts or match cuts / dissolves / wipes (variations) / digital manipulation sequences / transformations / morphing / animation / linteractive artificial reality / virtual environments / fade to black,white or color / time lapse / computer driven / split screen / fragment screen

SOUND - cut, L cut, fade, layer, interactive, space relative (installation)

## COMBINATION OF THE ABOVE RELATIONS

(psychoacoustic space presented simultaneously with image space) / script / plot / anti-script / anti-plot (for every kind - the opposite / dramatic / ironic / schlock / humorous / performance art document / commercials / cult / serial / slap stick / adventure / romance / mystery / propoganda / period / historical / snuff / instructional / biographical / science fiction / children / soap / music clip / game show / informational / experimental / not knowing what the given effect is to be or defining a  / new image/ sound relation / tragic / spiritual / touching / empathetic / video game / poetic / punk / intuitive

/ psychological - fear, horror, pity, excitement / subliminal / adding to the effect of a given image/shot, cumulative (resonant) / undermining a current shot / contradictory / referring to a previous shot / leading into a future shot / foreshadow / symbolic / ambient / audio background filler / silent / image triggers / the thought of a sound (actions in some silent film)

## KINDS OF STRUCTURES

narrative/ non-narrative / fiction / non-fiction / documentary - attempts to give an objective view musical - uses musical form as an analogy / poetic - uses poetic form as an analogy / instructional - defines an approach to a task / structural - mathematical or systematic in nature / experimental - chance methods etc. / not known in advance / personal / subjective / objective / surreal / non-linear interactive / combinations of the above / fragment / index / catalogue / the mapping of one structure onto another / context as structure / architecture / installation / viewer determined focus / video game / loops / looping permutations / associative / linguistic / formula or system / chance / musical / nonsense / pleasure / diary

## TIME

duration of a shot / pacing / Theme - Reference forward / back in time / suspended sense of time emphasised sense of time / non-linear / parallel / condensed / atmosphere - actual time of day golden hour / atmospheres / historical inclusions / style / projections into the future

## FUNCTIONS

moods / reflective of emotional states / de-construct states / meta-works (works which reflect on the work itself) / oppositions / break into elements / tragedy / myth / horror / confusion / cocophony / epithany / constructed state / paradox / irony / celebrating / ecological / critique / subliminal / sarcasm / cliché / kitsch / blunt / direct / literal / absurd / ideological / innuendo / atmosphere - rain, smoke, sleet, dust / distortion

## GENRES

soap opera / docu-drama / mystery / horror movies / video game / news / sports / magazines / weather / historical / scratch video / music video / talk shows / game shows / sit-coms / police shows / science / science fiction / medical shows / courtroom drama / comedy / commercials / animation / time lapse / experimental / love stories / pornography / trailers / animal shows / travel shows / cooking shows / home building shows / religious shows / musicals / dance / westerns / military - army, navy, marines, air force / spy / espionage / martial arts / mythology / tragedy

## INTERFACES

data glove / mouse / keypad / touchscreen / bike / Mallable tool to translate data / joystick atmospheric receiptor / translator

## TEXT

spoken / sung / yelled / whispered / computer / synthetic / hand written / computer graphic / 2D / 3D / etched / sign language / subtitles / simultaneous methods / signs / normal exchange / meetings / groups / anger / love / emotion / non-emotion / abstract / sound poetry / edited / cut up / appropriated / re-constructed / animated / light qualities / font / gesture / chanted / intonation / distance / proximity / live / voice over / off camera

M- Art

What kind of structures characterise the work of individuals in this class as seen in relation to the Vocabulary of Image/Sound/Text Relations.
Attempt to describe each one, their similarities and differences.
or
How do musical time based structures
relate to video time based structures
relate to dance time based structures
relate to interactive structures
relate to narrative structures
relate to time based performance structures
relate to installation structures

What kinds of knowledge can we cross apply in relation to the above?
Can the displacement of strategies from one of these areas function in a positive manner when applied to another discipline?

What books or magazines have been the most inspirational this semester/year/life?

What kinds of information should be included in a grant?

What role does humour play in works of art?
What artists historically have explored this area?

Have you kept a "Book of Notice"? If so what form did it take?

Is anyone now using email? Has anyone entered a MUDD and how would you describe it?

What national and or international artists do you feel are doing the most interesting work and why?

Can you project a technological revolution which will rival the changes that computers have brought about?
What might it be? Could it deal with consciousness?

Have we witnessed any artists who have made quantum leaps in their work (or radical readjustments)

Do you feel that any progress has been made in your work or is more like 2 steps forward 3 steps back?

Do you feel that we are entering a new information paradigm? What kinds of changes do you think this will bring about. What changes have already happened? How do these changes affect the future of your work?

How will this information age effect third world nations? Will even a greater gap be generated between 1st 2nd and 3 wrld nations? What does access to information actually mean to our society? Is it as destructive as it is beneficial?

What forms can you envision your own future work taking in relation to new technologies? Will these forms change the content of your work?
Do you see the means of artistic distribution changing?

Can the displacement of strategies from one of these areas function in a positive manner when applied to another discipline?

Can we make a list of festivals / addresses on a board or can everyone bring at lease 4 addresses of festivals for next week to begin to build a database?