

Abstract Video

Assignment 04

FND 111 Timearts

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Assignment

Using your audio libraries and video libraries create a 3-5 minute abstract video art piece. Video can be layered (Final Cut) or single channel (iMovie). Audio should be layered (multitrack in audacity). Please use effects as well as image and color correction (brightness/contrast for example). Trade your clips with others in the class if you wish. There should be titles in the beginning and the end. Title your work. Give it meaning.

Export for Vimeo. Please read the Vimeo Compression Guidelines for exporting properly from your software. Please export to HD quality. At least 1280x720. Upload to Vimeo. Name it. Tag it. Choose a thumbnail image.

Rules

Use ONLY class made audio. Loops should be effected to a state that is indiscernible from the original.

DO NOT USE any transitions other than Fade In/Out, Wash In/Out, and Cross-dissolves.

DO NOT USE generated Video Effect such as Rain, Electricity, Fairy Dust or Fog

Use ONLY simple titles such as Centered Titles in the beginning and Rolling Credits at the end

Definition(s)

Video art is a type of art which relies on moving pictures and comprises video and/or audio data. (It should not however be confused with television production or experimental film.) Video art came into existence during the late 1960s and early 1970s as the new technology became available outside corporate broadcasting and is still widely practiced and has given rise to the widespread use of video installations. Video art can take many forms: recordings that are broadcast, viewed in galleries or other venues, or distributed as video tapes or DVD discs; sculptural installations, which may incorporate one or more television sets or video monitors, displaying 'live' or recorded images and sound; and performances in which video representations are included.

Abstract art uses a visual language of form, color and line to create a composition which may exist with a degree of independence from visual references in the world. Western art had been, from the Renaissance up to the middle of the 19th century, underpinned by the logic of perspective and an attempt to reproduce an illusion of visible reality. The arts of cultures other than the European had become accessible and showed alternative ways of describing visual experience to the artist. By the end of the 19th century many artists felt a need to create a new kind of art which would encompass the fundamental changes taking place in technology, science and philosophy. The sources from which individual artists drew their theoretical arguments were diverse, and reflected the social and intellectual preoccupations in all areas of Western culture at that time.

Pluralism is a commonly held idea that characterizes art at the beginning of the 21st century. There is no consensus, nor need there be, as to a representative style of the age. There is an *anything goes* attitude that prevails; an "everything going on", and consequently "nothing going on" syndrome; this creates an aesthetic traffic jam with no firm and clear direction and with every lane on the artistic superhighway filled to capacity. Consequently magnificent and important works of art continue to be made albeit in a wide variety of styles and aesthetic temperaments, the marketplace being left to judge merit.