

# WASH

{Workshop in Art Studio + History}

# space STUDIO

aesthetics  
action  
ambiguous  
artist's gaze  
background  
balance  
body  
composition  
cropping  
camera angle  
concept  
density  
distance  
filter  
directional force  
focal point  
foreground  
formal choices  
gesture  
hesitation  
idea  
inaction  
movement  
pacing  
pause/stillness  
perspective  
picture plane  
props  
proximity  
space  
subject matter  
sound  
speed  
time  
zoom

**Collaborative Teaching Team:**  
Valerie + Adam

shsuWASH.com

## {p3} (After\_\_\_)

**Youtube link emailed to Valerie & Adam** {using correct title info. listed below}  
**Deadline: Tuesday, October 2, at NOON**

### Challenge:

Create a dynamic visually interesting one minute video inspired by one of the following artists:

Shazia Sikander	Peter Fischli & David Weiss
Ursula von Rydingsvard	Shinique Smith
Jacob Lawrence	Carlos Cruz-Díez
Stephen Sagmeister	Zanele Muholi
László Moholy-Nagy	Gertrude Abercrombie

Consider your chosen artist's motivations, world view, subject matter, artistic process, materials used, biographical information and conceptual themes as you create a video inspired by this artist, while working creatively within the following guidelines:

- Your video must be EXACTLY 60 seconds in length
- Shot in only ONE take
- No editing or post-production effects {sound or visual effects}
- No cuts in between shots
- You may use in-camera filters & settings.
- Camera movements, such as panning {left to right}, tilting {up and down} and/or zooming {closer and further} ARE allowed
- No animals are allowed to be in your video.
- Sound is allowed. You may make a noise or create a noise {sound} but no language may be spoken.
- Avoid clichés. This is not a music video or a talent show.
- Demonstrate knowledge of elements & principles of design.

### Objectives:

- + Create a visually interesting 60 second video
- + Be self directed in research, experimentation & problem solving
- + Work constructively & creatively within the provided deadline & project guidelines
- + Execute high quality craftsmanship using digital media
- + Demonstrate thoughtfulness when planning your location, setting, lighting, background, noise, value, shadow, focal point, picture plane, camera angles, cropping, tension, anticipated action, inaction, proximity & distance {panoramic vs. extreme close-up}
- + Explore the element of time creatively
- + Investigate camera placement, focus & movements {shaky, still, smooth, jerky}

## **Materials:**

This project requires access to a video recording device of some kind. You may use a cellphone, computer, laptop, iPhone, iPad, smart phone, video camera or digital camera. You may choose to use a tripod, or another person to assist in filming. WASH has video equipment that can be checked out during studio time/when mentors are present & used inside the WASH building. Equipment can not leave the WASH building.

Items you can check out from WASH that might be helpful in this project:

- Video Camera
- Tripod
- Clamp Lights
- iPhone flexible tripod
- Light table
- Digital Projector

**CRUCIAL TIP: In order to create a successful final video solution, you must plan, shoot, review, examine, re-plan, re-vise your idea, reshoot, rethink, revise and reshoot again. Be intentional about all aspects of the picture plane.**

## **Turning in your video:**

*You are expected to upload your final video solution to Youtube, before NOON on Tuesday, 10/2 AND to email the URL link to your instructors **BY NOON on Tuesday 10/2, and emailed to Valerie at wash@shsu.edu and Adam at afarcus@shsu.edu.***

*Keep in mind that sometimes the upload process can take time, so please plan accordingly. Deadline for emailing your link is NOON on 10/2.*

## **Title your video:**

**YOUR FIRST (after [first & last name of artist inspired by])**

**For example:**

**Valerie (after Alexander Calder)**

**Do not use any other titles for your video, we want to view it with an open mind, without any conceptual title or clue.**

Any questions about uploading to Youtube check with WASH faculty or WASH Mentors.

## **Grade Evaluation:**

Design + Concept + Craft + Presentation/Critique & Artistic Process