

UMBC UGC New Course Request: ART 306 Introduction to Cinematic Arts

Date Submitted: 5/4/17

Proposed Effective Date: Fall 2017

	Name	Email	Phone	Dept
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COURSE INFORMATION:

Course Number(s)	ART 306
Formal Title	Introduction to Cinematic Arts
Transcript Title	Introduction to Cinematic Arts
Recommended Course Preparation	
Prerequisite NOTE: Unless otherwise indicated, a prerequisite is assumed to be passed with a "D" or better.	ART 213 with a "C" or better AND the Visual Arts Milestone
# of Credits Must adhere to the UMBC Credit Hour Policy	3
Repeatable for additional credit?	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Max. Total Credits	3 This should be equal to the number of credits for courses that cannot be repeated for credit. For courses that may be repeated for credit, enter the maximum total number of credits a student can receive from this course. E.g., enter 6 credits for a 3 credit course that may be taken a second time for credit, but not for a third time. Please note that this does NOT refer to how many times a class may be retaken for a higher grade.
Grading Method(s)	<input checked="" type="checkbox"/> Reg (A-F) <input type="checkbox"/> Audit <input type="checkbox"/> Pass-Fail

PROPOSED CATALOG DESCRIPTION (Approximately 75 words in length. Please use full sentences.):

In ART 306 Introduction to Cinematic Arts, students explore how digital media can be used as a means for creative expression and how this art form has evolved out of experimental film and video art traditions over the past 75 years. This is a hands-on production course. Students will pursue fundamental characteristics of the digital video medium to complete exercises in shooting and editing digital video and a final project.

RATIONALE FOR NEW COURSE:

ART 306 is a revamping of the existing course ART 315 Moving Images II. In replacing ART 315, the proposed course intends to serve as a new introductory gateway course for Visual Arts majors enrolled in the Cinematic Arts concentration. The primary difference between ART 315 and ART 306 is that the new course will consider digital media production from the perspective of experimental film and video art traditions, whereas the focus in ART 315 was primarily on video art traditions.

SYLLABUS

Spring 2018

ART 306 Introduction to Cinematic Arts

Instructor: Vin Grabill, Associate Professor of Art

(office: FA-219B, tel: 410-455-2110, email: grabill@umbc.edu)

In **Introduction to Cinematic Arts**, students explore how digital media can be used as a means for creative expression and how independent film and video art have evolved as art forms over the past 75 years. This is a hands-on production course. Students will pursue fundamental characteristics of digital video media by completing exercises in shooting and editing digital video using Final Cut Pro or Premiere editing software. Considering strategies of non-linear digital editing, students will then create a short final project using digital shooting and editing techniques. All aspects of production for all projects are undertaken by each student, including concept, shooting, audio recording, and editing. The goal of the course is to allow students to consider themselves creative producers, more than just part of a production team, engaging in a search for personal artistic expression using the most creative applications possible. Production projects will be evaluated and graded on the basis of adherence to project guidelines, technical realization, and effort and motivation to achieve creative expression.

Each class consists of:

- * Viewing film, video, and digital art works illustrating topics under consideration. Recent media works as well as historical works by renown producers demonstrating the evolving use of film and video as art forms are presented. Additional emphasis is placed on current and developing technologies influencing digital media production today.

- * Discussing and viewing completed assignments and works-in-progress by students in the class.

- * Investigating as a class specific methods and procedures of digital media production, including audio recording, camera technique, lighting, and editing strategies.

Attendance is required to every class. Students can miss up to two class meetings, without being penalized. After that, documentation is required to transform an unexcused absence into an excused absence. Work must be completed on time regardless of absences. Attendance and participation in class is evaluated and counts for 10% of the final grade. Additionally, students may risk failing the course if they miss more than 15% of class meetings.

Shooting and editing exercises count for 40%, and the final production project counts for 30%. Two exams or written assignments count for 10% each (20% total) of the final grade.

All production exercises and projects are completed outside of class time during posted facility hours.

UMBC Academic Integrity contract: By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabrication, plagiarism, and helping others to commit these acts are all forms of academic dishonesty, and they are wrong. Academic misconduct could result in disciplinary action that may include, but is not limited to, suspension or dismissal. To read the full Student Academic Conduct policy, consult the UMBC Student Handbook, or the UMBC Policies section of the UMBC Directory.

SCHEDULE

ART 306 Introduction to Cinematic Arts

Spring 2018

- Jan. 30 Orientation: video and film as art media
- Feb. 1-8 Introductory survey to video art and experimental film - *(view works by Wegman, Deren, Brakhage, Paik, Vasulka, and student VC-4 works)*
- shooting exercise #1 due
- Feb. 13-22 Documentary camera production techniques – *(See, McElwee, Velez, Alpert)*
- edit exercise #1 due
- Feb. 27- Mar. 8 Documentary video production, external camera techniques *(Santini, Freyer)*
- edit exercise #2 due
- Mar. 13-15 Digital editing: rhythmic strategies *(Thwing, Hill, King Birnbaum)*
- mid-term exam
- Mar. 27- Apr. 5 Historical survey: 1965-1975 *(Jacobs, Warhol, Wegman, Paik, Jonas, Rosler)*
- final project proposal
- Apr. 3-12 Structure and form in experimental narrative composition - *(Deren, Campus, Vey Duke, Chung, Kisman)*
- edit exercise #3
- Apr. 17-26 Video and digital imaging – *(Callas, Rybczynski, Ungerer, Bell, VanDerBeek)*
- final project review #1
- May 1-8 Video installation and interactive technologies – *(Emshwiller, Ritter, Rist, Aitken)*
- final project review #2
- May 10 Presentation of final Projects
- final projects due
- May 17 - final exam (9-11 AM)