Emerging Processes in Video Art
ITPG-GT 2977-001 Spring 2013
Thursdays 12:30 p.m. to 3 p.m.
James George

Week 1: Capture / Recall
Class Intro, and syllabus overview
Get feet wet with video playback in openFrameworks.

Week 2: Slice / Blend
Introduction to pixel level processing of video.
Concepts and practice of spatiotemporal distortion, averaging and blending,

Assignment 1: Video Haiku Assigned

Temporal Composites

Week 3: Media Benders
Artists who worked outside of the media’s intention, using video as material

Assignment 1 Critique

Week 4: Sculpting Time: Intro to ofxTimeline
Durational vs Simulation animation

Assignment 2: Create A Year Long Film

Week 5: Exposing computer vision
Optical Flow, Feature Tracking, Photogrammetry, Calibration/AR
Week 6: "Vision Machines"
Class discussion surrounding the appropriation the aesthetic of computational perception
Trends in computational photography in art.

Week 7: 3D Video
Basic 3D Geometry and
Texture mapping

Week 8: GLSL
Exploring advanced video processing using GLSL shader language

Week 9:
Assignment 2 Critique

Assignment 3: "Let Go" - Create a video without touching a camera, but by setting a system into action

Week 10: RGBDToolkit and Kinect filmmaking

Week 11: Networked Cameras
iOS Video and YouTube API

Week 12: A Hybrid Media: Machinima, RePhotography and the beginning of

Week 13: Final Project Workshop

Week 14 Final Project Critique