

RMIT University, School of Architecture and Design (Interior design)
2nd/3rd year studio, Semester 2, 2012
Tutors: Caroline Vains & Sean Healy

THE EXPANDED SCREEN

This studio explores the **intersection between video projection and space**. We will investigate possibilities for the **spatial composition of the moving image**. And we will think about such spatial compositions in terms of **the expanded screen**.

Light is generally only visible when it falls on form. As a result, video and light projections typically require a surface to capture them and make them visible. Traditionally this surface has been a two dimensional screen. We will investigate ways in which this 2D screen and its projections can expand into 3D space. We will also look at ways in which architecture may be transformed into a topography animated by media, into a media city.

This **play between two and three dimensions** will be central to our investigations and we will be moving constantly back and forwards between screen and space in an effort to re-invent them both. How may a screen be expanded into a field? What may a media city be like? What are the possibilities of 'spatial montage'? How can video and light projections perform space?

This play between screen and space suggests another - the **play between the material and the immaterial**. How may the material environment be transformed into an immaterial synesthetic hologram? And how may immaterial video projection and the un-occupiable screen be transformed into occupiable material space?

In many respects, this studio is an investigation into the notion of **surface** and, in another manifestation of the play between the material and the immaterial, we will explore the relationship between the virtual image and its material screen. How does the quality of a projection change when projected on surfaces of different textures and colours? How does the quality of the surface itself change when projected on in different ways?

After a preliminary four week warm-up project, you will spend the rest of the semester on a larger final project. For this project you will work in small groups of three to design and construct a full scale environment. This environment may be for a real world project and client (to be selected from a list provided by the tutors). Alternately it may be a project of your own devising and through which you explore very particular concerns or pursue very particular approaches.

All work will be in groups of three.

TECHNOLOGY

In this studio we will be concerned with **video projection as a technology that transforms space and our relationship with it.**

By the term video projection, we mean projections that are animated, or sequenced over time (if still imagery is used). In responding to this principle, your projections can include video clips you have made, or can be constructed from single images, animated in sequence. To assist this process, you will learn basic principles and skills related to **film-making, motion graphics and animation.**

The technology component will also involve your learning **software programs for video projection and digital mapping.** Digital mapping software will enable you to map your projections very precisely onto 2D and 3D surfaces, while video projection software will enable you to manipulate the image quality, sequencing and timing of your projections.

In accord with our focus on the intersection between video projected and built environments, as well as working in the digital realm, you will also, more than likely, be designing and constructing full size **real world structures.** These structures will be designed to be integrated components of your projected environment and to explore what an expanded screen may be. They may be constructed of any material; timber, fabric, polyurethane, corrugated card, found objects etc.

While such physical construction is likely to be a component of your work, it is not essential – you may choose to explore other opportunities for expanding the screen through simply working in, and with, **existing environments and their atmospheres.**

The content of the video projections and the design of the built pieces will necessarily reflect the brief of your selected project.

THEORY

There will be strong emphasis on theory as a generative and critical tool for design and you will be given a number of relevant prescribed readings through the semester. These readings are to be used to both generate and critique your design ideas as they develop. Accordingly, we will spend some class time considering your developing design work through the notion of **'theory as practice and practice as theory'**.

ROOMS

Classes will be run out of the AV suite on level 7 (Tuesday morning and afternoon), the Gossard workshop (Tuesday afternoon) and the SIAL computer lab 10.11.24 (Friday afternoon).

CLASS PRESENTATIONS

Backgrounding our practice-based research will be a series of presentations, class seminars and workshops that will unpack a range of associated topics.

AIMS, OBJECTIVES, CAPABILITIES

The studio is also designed to facilitate student development in the following areas:

- basic skills in video projection and digital mapping software
- basic skills in film editing software
- workshop and construction skills
- designing to a brief and for a client
- Experience in working both individually and in collaborative groups.
- Opportunity to appreciate the strengths and limitations of both approaches.
- development of skills of critical reflection on work in progress
- practice led research

ASSESSMENTS

PROJECT 1

ASSESSMENT 1

Weeks 1-4 30%
Work in groups of 3.

Working in groups of three you will design and construct a family of three objects for animation as a video or light projection installation. Your design must be informed by a brief you set for yourself. This brief should articulate the idea or concept that you wish to explore through these technologies of projection and construction.

Your work will also be informed by a given reading. As part of your assessment you must submit a written document (1-2 pages) in which you address how this reading has been used as a generative and critical tool in your design process.

In consideration of group work, you will need to divide up the project so that each of you has a distinct and separate area of research that is presented separately but as part of the whole presentation.

Assessment will be by presentation in class and will include:

- A curated selection of process work together with final design outcome
- A concise written document articulating the process and contextualizing the design in terms of key references. (1-2 pages maximum)

PROJECT 2

This project has two assessment phases.

ASSESSMENT 2a

Weeks 5–7 30%

You may work in groups of between 3 to 4.

Working in groups of three or four you will design and construct a multi-media installation environment that synthesizes video projection and space. Each installation will be designed in accord with a particular project brief. You may select this brief from a short client list that we have put together or alternately it may be of your own devising.

Again this work will be informed by a given reading. As part of your assessment you must submit a written document (1–2 pages) in which you address how this reading has been used as a generative and critical tool in your design process.

In consideration of group work, you will need to divide up the project so that each of you has a distinct and separate area of research that is presented separately but as part of the whole presentation.

Assessment will be by presentation in class and will include:

- A curated selection of process work together
- A concise written document articulating the process so far and contextualizing the design in terms of key references. (1–2 pages maximum)

ASSESSMENT 2b

Weeks 8–12 35%

In this second phase of the Project 2 you will see your projects through their design development and into the installation phase.

Again this work will be informed by a given reading. As part of your assessment you must submit a written document (1–2 pages) in which you address how this reading has been used as a generative and critical tool in your design process.

In consideration of group work, you will need to divide up the project so that each of you has a distinct and separate area of research that is presented separately but as part of the whole presentation.

Assessment will be by presentation in class and will include:

- A curated selection of process work together

- A concise written document articulating the process so far and contextualizing the design in terms of key references. (1–2 pages maximum)

TOTAL ASSESSMENT BREAKDOWN

Design Assessment:

Design – 70% (inclusive of Design Portfolio – 10%)

Technology Assessment:

Technology – 30% (inclusive of a tech folio at %10)

All 3 assessment tasks will have 20% of their full mark dedicated to technology. In addition you will each produce a technology book or folio of work at the end

All tasks are hurdle tasks

TUTORIALS/ TUTORS / TIMES / PLACE

- Tuesdays – 10am – 1pm & 2 – 5pm. (with Caroline)
- Fridays – 2 – 5pm (with Sean)
- Classes will be run as workshops. Students should bring necessary tools and equipment.
- Caroline: caroline.vains@rmit.edu.au 0438 663781
- Sean: sean@skynoise.net

DESIGN & TECH FOLIOS

Folios will be a digital format. They will be submitted as a PDF document. This permits students to focus on layout & readability. They can include multi-media pieces such as moving imagery. It also inquires students to consider how the reader moves through the document; rhythm, text : image ratio & scale. The folio is an opportunity for students to respond to anything that was raised in their final semester presentation assessment. Its an opportunity for students to expand upon what was presented. Its also an opportunity for students to demonstrate skills in graphic representation & visual language.

CALENDAR

MONTH 2011	WEEK BEGIN	TEACH WEEKS	TUESDAYS	FRIDAYS	ASSESSMENT
JULY	16	1	Assessment 1 briefing		
	23	2			
	30	3			

	6	4	Assessment 2 briefing		Assessment 1 presentations
	13	5			
	20	6			
	27		MID SEMESTER BREAK AUGUST 27 - 31 (Mon-Fri)		
Sept	3	7	MID SEMESTER ASSESSMENTS.		Assessment 2 presentations
	10	8	Assessment 3 briefing. Prepare for At this point in time.	At this point in time exhibition 2.30-5.30 install. 6pm exhibition opening and discussion.	
	17	9			
	24	10	CES survey		
Oct	1	11			
	8	12	Last class - design	Last class - tech	Assessment 3 presentations - interim
	15	13	No class/swot vac		
	22	14	Final assessments all day		Assessment 3 presentations
	29	15			Hand in folio Friday 2 nd November End semester exhibition
		16			Monday 5th November - moderation

REFERENCES

Mitchell Whitelaw, 'After the Screen: Array Aesthetics and Transmateriality', April 2011.
<http://teemingvoid.blogspot.com.au/2011/04/after-screen-array-aesthetics-and.html>

Giuliana Bruno, Public Intimacy; Architecture and the Visual Arts, 'Modernist Ruins, Filmic Archaeologies, Jane and Louise Wilson's A Free and Anonymous Monument', (MIT Press) 2007.

Gene Youngblood, Expanded Cinema, (P. Dutton & Co., Inc., New York), 1970. Part 2, Synaesthetic Cinema: the end of drama.

Lev Manovich, Language of New Media, (MIT Press), 2002.

Urban Screens Reader, ed. Scott Mcquire, Meredith Martin & Sabine Niederer, (Pub: Institute of Network Cultures, Amsterdam), 2009.

Projection installations by:

- H C Gilje
- Pipilotti Rist
- Bill Viola: The Veiling
- AntiVJ

Amon Tobin: <http://www.derivative.ca/Events/2011/AmonTobinVSquared/>

Tobias Harris, 'Liveness: Designing for Audiences and Interaction', 2012, (available online)
<http://tobyz.net/tobyzstuff/diary/2011/05/live-live-cinema-4000-words>

Some examples of video here: <http://skynoise.net/projects>

Writings about video mapping here: <http://www.skynoise.net/?s=mapping>

Recent mini-doco on projection mapping, doing the rounds, with some of the pixel heavyweights : <https://vimeo.com/43385747>

Online blog of relevant bookmarked sites: <http://delicious.com/jeanpoole/projectionmapping>

<http://delicious.com/jeanpoole/projection>

<http://delicious.com/jeanpoole/vj>

Some Australian Live Projection related reading: <http://www.skynoise.net/2005/01/27/a-brief-history-of-vjing-in-australia>

<http://vjforums.com> – one of the central gathering points for VJ discussion...

<http://www.madmapper.com> – most popular mapping software...

(and a free alternative : <http://hcgilje.wordpress.com/vpt>)