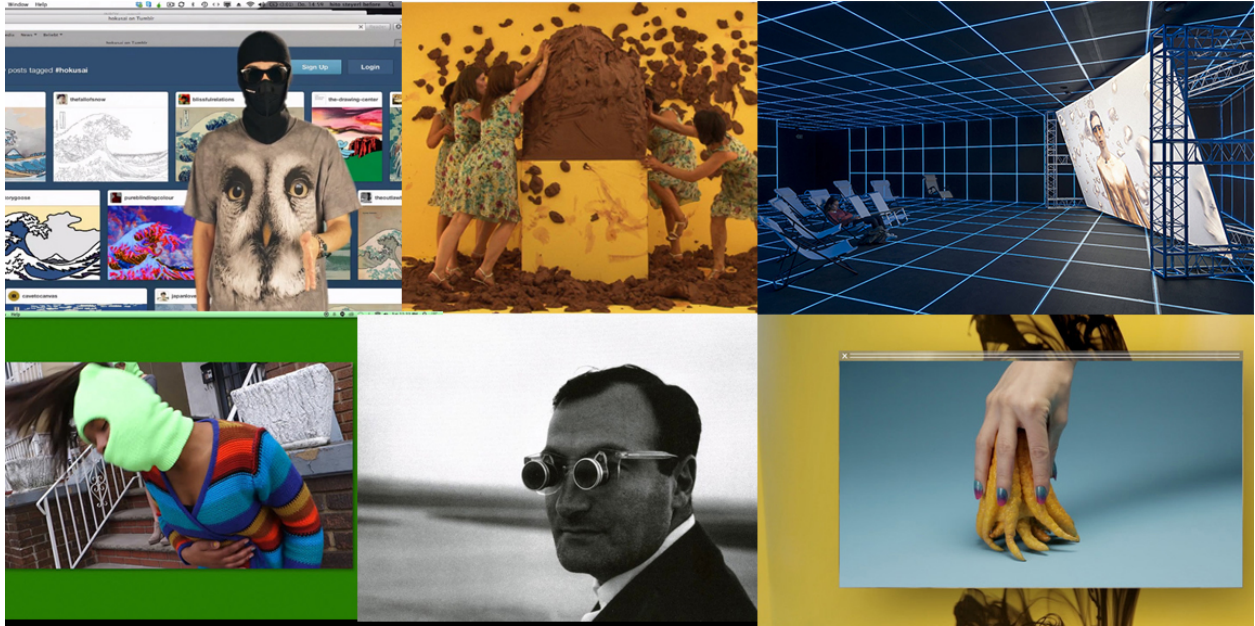


VIDEO



ART 260 Introduction to Video Art, Projection & Virtual Worlds in Art

Taught by Professor David Kelley

Watt 6, 4units [Prerequisites: None]

This class will explore video as contemporary art. Students will create their own video projects from idea to exhibition – starting with idea conceptualization and planning, shooting with HD and 4K video cameras, using digital editing software like Adobe Premiere Pro and Adobe After Effects, utilizing basic lighting and sound techniques, and finishing with exhibition and installation of artworks and class critiques. We will look at different forms of video art from conceptual and performative practices of the 1960s and 70s, to notions of time and memory, to identity, social media, and post internet art. We will work with space with video installation and manipulation with digital techniques such as video glitching. There will be readings, lectures, screenings, technical and creative workshops, field trips to museums or galleries to help understand the history of the moving image and the impact of a critical engagement with these images in our everyday lives. We will look at the work of contemporary artists including Nam June Paik, Bruce Nauman, Nancy Holt, Mike Rottenberg, Joan Jonas, Peter Campus, Michelle Dizon, Pierre Huyghe, Issac Julien, Hito Stereyl, Peggy Ahwesh, Sondra Perry, Pippilotti Ryst, Chris Burden, Camille Henrot, Kate Gilmore, and Omer Fast.

Links about David Kelley: <https://roski.usc.edu/community/faculty/david-kelley>
<http://www.davidkelley.edu/>

*This course counts toward [Intermedia Arts Minor](#) and [Communications Design Minor](#).