

The University of Sydney



**Sydney College
of the Arts**

Handbook 1995



Editor
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electronic & temporal arts

The Electronic & Temporal Arts Studio provides a study program in which students acquire an informed awareness of the practices of time-based art forms, using film and electronic media, as well as related installation or image making processes. The theoretical component of the program investigates the emergence of electronic and temporal arts as a twentieth century phenomenon.

The program encompasses video, film, sound and computer technologies and focusses on the agency of the artist and the place of these technologies in the context of the visual arts.

Students are encouraged to develop an experimental approach to the use and understanding of contemporary time-based or electronic art forms and to explore combinations of video, sound, computer and film in order to form cross-media practices.

the aims

1. To provide students with a foundation in, and critical approaches to, the histories, theories and technologies of Electronic and Temporal Arts and their relationship to other art practices.
2. To develop familiarity and expertise in the skills and techniques involved in these fields, including both analogue and digital processes.
3. To explore and promote interdisciplinary practices with other studios within the School of Visual Art.
4. To encourage experimentation and produce independent, self-motivated artists with expertise in the field.

the program

Resources of the studio

The Electronic and Temporal Arts Studio is equipped with multi-format video production and post-production technologies including VHS, SVHS and U - Matic format, film-making facilities in super-eight and 16mm format, computer image visualisation work stations utilising Amiga and Macintosh platforms, multi-track digital / analogue sound recording and mastering systems with digital effects and sampling capabilities.

Year 1

Studio Major

First year students will be introduced to various technologies of the Studio and experiment in their use within a structured project-based course. The structure is based on the development of studio and critical skills in the four areas: Film, Video, Sound and Computer arts..

Studio Theory

At this level students are introduced to a range of historical developments and theoretical debates that have helped shape an understanding of chemically and electronically produced art works in the 19th and 20th centuries. In addition, Studio Theory addresses the relationship of these art forms to the traditional visual arts. This program is conducted through lectures, seminars, tutorials and reading groups.

Written requirements:

There will be a written requirement of 1,000 - 2,000 words.

Foundation Studies

A core introduction to basic concepts and processes in the visual arts through Studio based projects, tutorials and seminars. Projects will be cross-

disciplinary and are intended to introduce students to the potential of the particular Studios. In Electronic and Temporal Arts this may include introduction to basic studio production techniques.

Assessment

Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation.

Assessment includes meeting with Academic Advisor and the student in front of the work, during which discussion and evaluation of the semester's work takes place. Refer to *College Assessment Criteria* page 61.

Year 2

Studio Major

Students will be expected to specialise in two of the four strands offered in Electronic & Temporal Arts. The direction and development of the students work will be accompanied by the relevant skills within the areas of technologies in which he/she is working.

Studio work will be self-initiated in consultation with staff. Students are required to maintain regular contact with their Academic Advisors to discuss the progress and direction of their work. In addition, work will be discussed critically with members of staff and other students in tutorial situations and it is expected that studio work will both inform and be informed by Studio Theory.

As the year progresses students will be expected to consolidate approaches to their chosen studio strands which are personally relevant and to continue to develop and extend the production skills appropriate to these approaches.

Studio Theory

Students will examine the theoretical implications of work carried out in the Studio and will be encouraged to elaborate those which are appropriate to Studio practice. Through a series of lectures, seminars and reading groups students study a range of issues that address concerns pertaining to Electronic & Temporal Arts studies. Projects will involve use of the Information Resources Centre, National Film Archives, galleries and other resources.

Written requirements:

There will be a written requirement of 1,000-2,000 words.

Complementary Study

Students will be expected to explore possible approaches to one of the four strands offered in

Electronic & Temporal Arts, in order to develop a direction and working process that is personally relevant and to develop the skills and familiarity with the appropriate technologies that are relevant.

Such arrangements are negotiated with their immediate Academic Advisor and must be seen as complementary to their main focus of the studio work.

Assessment

Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation. Assessment will take into consideration attendance at scheduled classes and in the studio, and the meeting of deadlines and other requirements which may be set. There will be an end of semester review of each student's progress, when a graded mark will be determined.

Assessment includes a meeting with academic advisors and the student in front of the work, during which discussion and evaluation of the semester's work takes place. Refer to *College Assessment Criteria* page 61.

Year 3

Studio Major

Students will be expected to confidently explore their chosen strands of study, to refine studio skills and to demonstrate facility with the working process appropriate to this enterprise. A coherent body of work, evidence of an independent practice, is the desired outcome of this stage.

Studio Theory

Students will be further encouraged to think critically and, from an informed basis, to expand their understanding of the range of contemporary practices in video, film, sound and computer arts.

Studio Theory for Year 3 focusses on contemporary theoretical work being done in the areas of the electronic arts. As well, it undertakes critical approaches to current debates and issues particularly in regard to electronic and traditional media.

There is also a detailed focus on the history of the temporal arts in Australia, establishing some continuity with the first year Studio Theory course on the emergence of contemporary art making technologies.

Written requirements:

There will be a written requirement of 1,000-2,000 words.

Complementary Study

A coherent body of work, linking their Major and the Electronic & Temporal Arts strand as evidence of an independent practice or substantial investigation which will serve as a foundation for further study. Students will be expected to have consolidated an approach to the chosen strand in Electronic & Temporal Arts and their work should demonstrate a link between their Major and this complementary study area.

Professional Practice

See under Art Theory

Assessment

Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation. Assessment will take into consideration attendance at scheduled classes and in the studio, and the meeting of deadlines and other requirements which may be set. There will be an end of semester review of each student's progress, when a graded mark will be determined.

Assessment includes meeting of the Academic Advisors and the student in front of the work, during which, discussion and evaluation of the semester's work takes place. The student is encouraged to evaluate their own progress, in the effort to understand their own development. Refer to *College Assessment Criteria page 61*.

POSTGRADUATE STUDIES

Graduate Diploma in Visual Arts:

Study at this level is based on a proposed area of individual investigation in consultation with staff. Attendance and participation in a seminar and critique program within the studio is expected. Regular critiques and group and individual tutorials with staff are seen as opportunities to exchange and develop ideas. For further requirements see *Postgraduate Study*.

Master of Visual Arts:

Study at this level is based on a proposed area of individual investigation or research, in consultation with nominated staff. Regular tutorials with staff provide the candidate with supervision within the studio. For further requirements see *Postgraduate Study*.

ELECTRONIC & TEMPORAL ARTS YEAR 1

Semester 1

**1.1266.1 Electronic & Temporal Arts
Studio Theory 1** 2 units

Prerequisites: nil
Corequisites: .1.1265.1

**1.1265.1 Electronic & Temporal Arts
Studio Major 1** 12 units

Prerequisites: nil
Corequisites: .1.1266.1

1.1244.1 Foundation Studies 1 6 units

Prerequisites: nil
Corequisites: nil

Semester 2

**1.2261.2 Electronic & Temporal Arts
Studio Theory 2** 2 units

Prerequisites: .1.1266.1
(or as otherwise approved)
Corequisites: 1.2259.2

**1.2259.2 Electronic & Temporal Arts
Studio Major 2** 12 units

Prerequisites: .1.1265.1
(or as otherwise approved)
Corequisites: .1.2261.2

1.2267.2 Foundation Studies 2 6 units

Prerequisites: 1.1244.1
Corequisites: nil

ELECTRONIC & TEMPORAL ARTS YEAR 2

Semester 1

**2.3086.1 Electronic & Temporal Arts
Studio Theory 3** 4 units

Prerequisites: 1.2261.2
Corequisites: .2.3081.1

**2.3081.1 Electronic & Temporal Arts
Studio Major 3** 16 units

Prerequisites: .1.2259.2
(or as otherwise approved)
Corequisites: .2.3086.1

**2.3080.1 Electronic & Temporal Arts
Studio Major 3** 12 units

Prerequisites: .1.2259.2
(or as otherwise approved)
Corequisites: .2.3086.1

**2.3089.1 Electronic & Temporal Arts
Complementary Study 3** 4 units

Semester 2

**2.4140.2 Electronic & Temporal Arts
Studio Theory 4 4 units**

Prerequisites: 2.3086.1
Corequisites: .2.4139.2/2.4138.2

**2.4139.2 Electronic & Temporal Arts
Studio Major 4 16 units**

Prerequisites: '2.3081.1/2.3080.1
(or as otherwise approved)
Corequisites: .2.4140.2

**2.4138.2 Electronic & Temporal Arts
Studio Major 4 12 units**

Prerequisites: 2.3081.1/2.3080.1
(or as otherwise approved)
Corequisites: .2.4140.2

**2.4141.2 Electronic & Temporal Arts
Complementary Study 4 4 units**

Semester 2

**3.6791.2 Electronic & Temporal Arts
Studio Theory 6 2 units**

Prerequisites: 3.5562.1
Corequisites: .3.6790.2/3.6789.2

**3.6790.2 Electronic & Temporal Arts
Studio Major 6 16 units**

Prerequisites: 3.5561.1/3.5559.1
(or as otherwise approved)
Corequisites: .3.6791.2

**3.6789.2 Electronic & Temporal Arts
Studio Major 6 12 units**

Prerequisites: 3.5561.1/3.5559.1
(or as otherwise approved)
Corequisites: .3.6791.2

**3.6792.2 Electronic & Temporal Arts
Complementary Study 6 4 units**

ELECTRONIC & TEMPORAL ARTS YEAR 3

Semester 1

**3.5562.1 Electronic & Temporal Arts
Studio Theory 5 2 units**

Prerequisites: 2.4140.2
Corequisites: .3.5561.1/3.5559.1

**3.5561.1 Electronic & Temporal Arts
Studio Major 5 16 units**

Prerequisites: 2.4139.2/2.4138.2
(or as otherwise approved)
Corequisites: .3.5562.1

**3.5559.1 Electronic & Temporal Arts
Studio Major 5 12 units**

Prerequisites: 2.4139.2/2.4138.2
(or as otherwise approved)
Corequisites: .3.5562.1

**3.5563.1 Electronic & Temporal Arts 4 units
Complementary Study 5**