

FOUNDATION 4D: POINTS OF REFERENCE

One of our priorities in Foundation is to offer the students a useful experience across the board, within and beyond 4D and not just in isolation. We have therefore drawn up what we felt to be essential points of reference, points on the 4D 'map' that we felt the students needed to touch on and have the chance to explore.

What follows might be thought of as basic 'kit', familiarity with which should enable the student to begin to move quite confidently through the 4-dimensional domain.

As we all know, a kit alone - of tools or whatever - is not enough: it will not help with the 'what' or the 'why' so much as with the 'how'. Where these things coalesce is where the real action is. It should therefore be central to the way things are taught, that we promote the synthesis of content with form, and not their separation.

We must not forget the students. In order that cultural adventure can flourish, individually and collectively, we need to provide a vigorous and perceptive context for what follows. To promote this - to ensure that the whole is much more than the sum of its parts - please add a sustaining climate of STIMULUS, SERIOUS CURIOSITY, SPIRIT OF ADVENTURE, and the like - and not least, your own PERSONALITY and ENTHUSIASM.

Points of reference (in no particular order):

- 1) Awareness of time as a dimension that can be structured.
- 2) Observation and recording of live action.
- 3) Basic editing - film and/or video.
- 4) Basic structuring of sound (found or made) in real time.
- 5) Awareness of the possibilities of sound and vision combined.
- 6) Awareness of movement and change.
- 7) Awareness of narrative and thematic development.
- 8) Experience of working with performance.
- 9) Experience of working with installation.
- 10) Experience of 'easy' animation.
- 11) Drawing! (not bound to any dimension or medium, but essential cross-area means of engagement).
- 12) Sketchbooks/visual diaries (ongoing activity across all areas of study).
- 13) Storyboarding/notation in time.
- 14) Awareness of interesting/current practitioners in main '4D' areas.
- 15) Three specific technical inductions:
 - a) proficiency at use of basic automatic super-8 camera
 - b) proficiency at sound-recording with microphone and Marantz-type cassette recorder
 - c) familiarity with basic operation of Carousel projector.

Please note: first-semester students in 4D will not have Photography classes until semester 2.