

POV / Camera as Performer: Due Wednesday 2/27/2019

View these wildly different works listed below to assist you in your performance. 150 word reflection on how a perspective or experience like the ones expressed in the performance works listed can be communicated through the camera angles used in Leviathan? Are there limitations to the angle? **DUE 2/25**

Leviathan Documentary 2011:

Nick Cave Sound Suits: <https://art21.org/watch/art-in-the-twenty-first-century/s8/nick-cave-in-chicago-segment/>

Adrian Piper: <https://www.youtube.com/watch?v=4bly5tUZ11I>

Teching Hsieh: <https://www.juxtapoz.com/news/photography/artist-took-a-selfie-every-hour-for-an-entire-year/>

POINT – OF – VIEW is a camera angle used in fictional film or video work to convey the experience of a character. It has been made popular with films like “The Blair Witch Project.” When the technique is used in documentation, it is to capture a “real” experience.

PERFORMANCE ART is an art practice of using action or interaction as the material for the performance. These works can take anywhere from a few minutes to months to complete. These works can be represented by performing the real action in front of an audience, showing the audience artifacts or records of the work that was done, or photo and video.

For this piece you will create short videos which represent your point of view or a point of view. This work should surprise the viewer by revealing something unpredictable in either the person’s experience or the action undertaken by the person*. Don’t bring in a dashcam or extreme sports looking video. Try to think of what points of view or actions are usually not represented in video or especially POV angles.

*This person could also be an animal, insect, black mold, tree, house plant, roach, et cetera.

REQUIREMENTS:

- Come up with a Title for the work/performance
- 2.5 to 3 minutes
- Use a camera to shoot your own footage (any camera will do that can get us the appropriate looking footage).
- Sound should be captured and edited to support the video’s goals. Sound effects can be added if they are needed.
- Work should reflect critical thinking in the performance, shooting, and editing, process (volume peaks, blurry shots, environmental noise must not distract us or feel superfluous to the work. Everything must feel intentional).
- Check work volume on different machines before our critique.

SUGGESTIONS:

- You are not constrained to any frame rate. You could use slow motion in your editing, or you could create a sped up time lapse. Anything is possible.
- Time of day: If you want to shoot at night, get a lens meant for low light. We will go over this in class.
- Some cell phones shoot great video, though your audio should be recorded separately

