

Project 7 Digital Media II

Time in Space : Option 1 : Co-Implement

- description Digital time-based element taken into the public sphere
- Pair up with a classmate whose world/puppet is the most different from yours. You can think of this as a hero/ antihero, protagonist/antagonist, or an Avengers sort of relationship. Brainstorm ways to collide both of your projects into one. How do they cross over?
- components Your collaborative task is to bring time digitally into a physical, public space. Consider how to install work, what to show, where, how your pieces will merge with each other's, whether it should project, use screens, and onto what? Will it interact or implement live performance aspects? Will it require manual construction? Is this a guerrilla piece? Do you design new collaborative footage, sets, and/or what further resources will you need? Collaboration, both in merging projects and helping with installs, is essential. This does not mean rent a flat-screen, hang it in the hallway, and press play. The content of the digital time-based element must make sense with the install.
- inspiration Urban Screen, urban projection mapping, rewired abandoned buildings, "The Pavement Picasso" (chalk drawings in perspective), Graffiti Research Lab, Barbara Kruger, Jenny Holzer, Tony Ousler, Sagmeister's Happy Show, Nam June Paik, Pipilotti Rist, Kurt Schwitters' Merzbau, El Lissitzky's Prouns, ABC3D by Marion Bataille
- specs Groups of 2: clash of the puppets/worlds
Public installation that utilizes Time
Combines a 2D element with a 3D one
Combines a digital element with a physical one
Must be a brand new piece with collaborative insight
Digital documentation is required regardless of whether you will play it live (some form of photo series or 1-2 minute video)
Entertains and impresses the class
- due CRIT: Storyboard/Process : Class 22 [NOV 18]
FINAL: Class 24 [NOV 25]

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Time in Space : Option 2: Digital Data

- description Take a narrative embedded in data regarding a wicked problem and combine it with the element of Time. Your task is to visualize information using any time-based medium in a way that presents the situation as Imperative. The piece must involve physical elements, either in presentation or construction. Find a way to make data accessible that The New York Times or GRL has not already tried. Like much of journalism, this project will move quickly. Be prepared to make design decisions informed by your timeframe.
- components 1 minute digital/physical time-based data piece
- inspiration Michael Moore (Roger and Me, Sicko, Fahrenheit 9/11, Bowling For Columbine), Al Gore (An Inconvenient Truth), Morgan Spurlock (Super Size Me), Jon Stewart & field reporters, Stephen Colbert (The Word), The NYC Readiness Challenge (www.nycreadinesschallenge.org), Jason Reitman (Thank You For Smoking), David Fincher (Social Network, The Girl with the Dragon Tattoo, Zodiac), Stanley Kubrick (Dr. Strangelove, A Clockwork Orange, 2001: A Space Odyssey), David Cronenberg (eXistenZ), George Clooney (Good Luck & Good Night, Syriana), Kathryn Bigelow (The Hurt Locker), Eyebeam (Visualizing Marathons), Chuck Klosterman (Sex, Drugs, and Cocoa Puffs, IV, Killing Yourself to Live, Eating the Dinosaur), Hunter S. Thompson (Fear & Loathing) William S. Burroughs (Naked Lunch, Soft Machine), Cory Doctorow (Bound By Law, Down and Out in the Magic Kingdom), Perverse Optimism (Tibor Kalman), Empire: Nozone IX, Bob Reiner (This Is Spinal Tap), Jamie Hyneman and Adam Savage (MythBusters), Marc Forster (Stranger Than Fiction), Banksy and Mr. Brainwash (Exit Through the Gift Shop), Green Day (American Idiot), David Grohl (Sound City), Alastair Fothergill (Planet Earth), Lutz Dammbeck (The Net: The Unabomber, LSD and the Internet), Eugene Jarecki (The House I Live In), Jer Thorpe (Blprnt), Edward Tufte (The Visual Display of Quantitative Information), David McCandless (Visual Miscellaneum), and Gilles Berton (Data Flow)

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specs Data must be from a reputable source since 2010
All data must be cited somewhere
Any time-based medium
Must involve digital and physical elements
Sound is required
Groups of 2

due CRIT: Storyboard/Process : Class 22 [NOV 18]
FINAL: Class 24 [NOV 25]