Studio Experience

Video with Sound and Movement

Studio Objectives

utilize sound as an element of design in video art

evaluate how video artists use sound and movement in different ways to enhance the experience and/or understanding of their work

In this installation, the artist placed three videos in a sixteenth-century church. Figures were shown walking through a transparent sheet of water, going from black and white to color. What might be the impact of these sounds and images in this space?

Bill Viola, Without a Shore, 2007. 3-channel high-definition video/sound installation. 2007 Venice Biennale, Church of the Oratorio San Gallo. Photo: Kira Perov.

How does sound sometimes affect our experience of works of art? Today, more and more artists are including sound as part of their work. In this Studio Experience, you will create a video using sound and movement to show a chosen theme.

Before You Begin

Take a look at some of your favorite videos on social media but view them without the sound. If you had to record a different soundtrack in order to enhance or change the meaning of the video, what would it be like? What sounds would you use?

Spend some time researching video art made by artists such as Sue de Beer, Paul McCarthy, Bill Viola, Pipilotti Rist, Carrie Mae Weems, and Ryan Trecartin. Challenge yourself to “discover” others. How does each artist utilize sound in different ways? What kinds of movement are employed? How does each artist explore sound and movement in unique ways?

You Will Need

device for recording video

video-editing program

Create

1 Decide on a theme you’d like to work with before filming. You might want to explore themes such as power, love, separation, memory, play, fear, or others.

2 Begin by sketching a storyboard. Use separate panels to think through the images you will film for a video with a running time of approximately one to two minutes. What kinds of images will tell the story you want to tell about your chosen theme? Will you use one image that
changes over time (see Bill Viola) or many images that interact with one another (see Sue de Beer)?

3 Plan your video shoot. Schedule your actors and prep any props, locations, etc., if necessary. Share your storyboard with the actors and video assistants.

4 Film the video without sound or shoot the video as a performance with sound included.

5. Edit your film and incorporate sound if not already included in the footage. What kinds of sounds will help viewers understand the theme you’re exploring? How can you juxtapose sounds that might be expected or unexpected? Will you distort some sounds for special effect?

6 Upload your video to share with classmates.

Reflect

How does sound and movement play a part in your video?

How does sound and/or movement allow the viewer to better understand or experience your video?

What was especially challenging about this process? What worked well?

Presenting Your Work

Share your final video with classmates at Bancroft. Ask viewers to react to your work first without sound and then with the sound included. How does watching the video change with the inclusion of sound?

Writ About

Based on your documentation of viewer reactions, how does the experience of this work change with and without sound? Analyze how the meaning of your work may change from a viewer’s perspective with and without sound. (1/2 to ¾ of a page)