MFA in Visual Art Program: Workshops + Special Programs
Fall 2019
Open to all interested parties; signup online through this link>>

Workshops

Introducing Animation Into Your Art Practice
Wednesday, October 2, 2019, 10:30am – 12:30pm

This workshop is an introduction to stop motion animation. We will begin with a quick overview of contemporary artists using this technique, including Jan Švankmajer, William Kentridge and Nathalie Djurberg. Participants will explore strategies for incorporating stop motion photography in their studio work by animating with Photoshop and After Effects. This workshop specifically introduces methods for animation using digital cameras, photo adjustments and image sequencing. Additional motion graphics and editing techniques such as adding sound will be explored.

Software used: Photoshop, After Effects, Premiere
Location: Weil 230
Instructor: Zlatko Ćosić

Creating Content for Time-Based Media
Wednesday, October 9, 2019, 10:30am – 12:30pm

This workshop is an introduction to experimental film and video installation. We will begin by looking at key examples of experimental film that include Léger’s Ballet Mécanique, Dalí’s and Buñuel’s Un Chien Andalou, and Derek Jarman’s Blue. Using Premiere students will learn basic video editing techniques that can be integrated into time-based media. The workshop will also introduce sound integration strategies that compliment an artwork’s mood, pacing, and content.

Software used: Premiere
Location: Weil 230
Instructor: Zlatko Ćosić

3D Modeling and Animation
Friday, October 11, 2019, 1:00pm – 4:00pm

This workshop will introduce Maya 2019, a robust 3D modeling, animation, and visual effects program widely used to make animated shorts, feature films, and game assets. Topics covered will include making models, rigging, and animation. The workshop will focus on creating 3D characters or props and applying simple deformers with which to animate.

Software: Maya
Location: TBD
Instructor: Jon Navy

**Projection Design**  
*Wednesday, October 16, 2019, 10:30am – 12:30pm*

This hands-on workshop will explore projection mapping in contemporary art. We will begin with a look at the work of Krzysztof Wodiczko, Tony Oursler, and Pipilotti Rist, as well as large-scale interactive projections utilized by multimedia studios such as Obscura Digital and Moment Factory. Through examples of public video projections, multimedia theater shows, and projection mapped installations, participants will learn how to project their work onto architecture, sculpture, stages, and gallery spaces. This workshop will equip students with the skills to design and map visuals in an architectural space and incorporate these techniques into their own studio practice.

**Software used:** Resolume, Premiere  
**Location:** Weil 230  
**Instructor:** Zlatko Ćosić

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**3D Visual Effects and Motion Graphics with MASH**  
*Friday, October 20, 2019, 2:00 pm – 4:00 pm*

This workshop will explore dynamic behaviors using MASH in Maya. MASH is an amazing new replicating network plug-in that comes with Maya. Objects can be: instantly multiplied to large numbers that can collide with each other as well as other objects; moved to audio input; and reshaped over time in nearly limitless ways. Complex dynamic simulations can be quickly and easily applied to text, images, and objects to create anything from wild imaginings to precise, animated medical illustration. Final work can be output to After Effects for further manipulation or to QuickTime movies for use in short films or other time-based media.

**Software:** Maya MASH, After Effects  
**Location:** TBD  
**Instructor:** Jon Navy

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**Audio for Artists**  
*Friday, October 27, 2019, 12:00 pm – 4:00 pm*

This workshop is an introduction to sound recording suitable for use in soundscapes, installation, film, and video as well as music. We will briefly explore the history of recording and also look at several important contemporary artists who use sound in their practice. The workshop portion will include making a contact microphone and recording with it. There will also be a demo on recording to the computer. The audio software used will be Logic Pro, but any sound software you have will do. Adding your sound in Adobe Premiere Pro will also be presented. Please bring your own laptop.

**Software:** Logic Pro, Adobe Premiere  
**Location:** TBD  
**Instructor:** Jon Navy

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**Film Series**

Latinx Group Screening: schedule TBD