

Technology: Applied Sound for Art

Using available technology to create better sound for art videos, installations, exhibitions etc.

Angebot für

Bisheriges Studienmodell > Fine Arts > Bachelor Fine Arts > Grundstudium > Technologie
Bisheriges Studienmodell > Fine Arts > Bachelor Fine Arts > Hauptstudium > Technologie

Nummer und Typ	BKM-BKM-Te.19F.016 / Moduldurchführung
Modul	Technologie
Veranstalter	Departement Fine Arts
Leitung	Gregg Skerman
Anzahl Teilnehmende	maximal 16
ECTS	3 Credits
Voraussetzungen	You must be curious.
Lehrform	Workshop/practice
Lernziele / Kompetenzen	To gain knowledge of microphones, recording equipment and sound creation.
Inhalte	We will be looking at various ways to record and play sound. We will re-listen. We will create sound and learn about background and foreground sound. We will meet some artists currently working with sound. We will get familiar with sound equipment and explore sound in its many forms and hopefully have fun doing so. Gregg Skerman has been working with sound for about forty years. Music recording, producing and mixing. He creates sound for art and artists and is collaborating for an exhibition in 2019 Venice Biennale. He has mixed sound for about 700 films since 1994/5. He is also a working visual designer.
Leistungsnachweis / Testatanforderung	Mandatory attendance (minimum 80%); active participation
Termine	Tuesday 09:15 - 12:45 o'clock 26 February 05 March 19 March 26 March 09 / 16 April 14 / 21 May
Bewertungsform	bestanden / nicht bestanden