

Technology: Sound Lab

Angebot für

Bisheriges Studienmodell > Fine Arts > Bachelor Fine Arts > Technologie

Nummer und Typ BFA-BFA-Te.23F.007 / Moduldurchführung

Modul Technologie

Veranstalter Departement Fine Arts

Leitung William Davis

Anzahl Teilnehmende maximal 12

ECTS 3 Credits

Voraussetzungen Course language: English

Zielgruppen BA Fine Arts students
Open for exchange-students

No registrations through our lecturers will be accepted.

Lernziele / Kompetenzen

- Introduction of concepts and processes through projects in object/space making as related to sound, acoustics, and sculptural form
- Provides opportunities for students to explore artists' ideas, movements, philosophies, styles, periods, technologies, and methodologies in relation to sound, sculpture, and installation art
- Encourages creative work that combines sculpture, installation, image, and sound, regardless of preexisting experience in sound production and/or music performance.

Inhalte

This course addresses acoustic and sonic possibilities of three-dimensional space while also considering sound as an independent sculptural medium. Approaching sound from a variety of disciplinary angles — visual art, architecture, performance, digital imaging, and music — the course will address the use of sound in a variety of media whilst encouraging students to create new modes of experiencing and engaging with the aural realm through three dimensional objects and/or space.

Sound sculpture and installation shares a history with contemporary visual arts, linking Futurism, Dada, Fluxus, Bauhaus, postmodern, and relational art. Students will acquire knowledge of the conceptual and historical background through short lectures and readings of related research topics such as sound art, installation art, experimental music, phonography, audio-visual art, and acoustics.

Participants will be required to make a Noise Machine as described.

Noise Machine: Your project may take any form. There are no restrictions beyond that you must build it, and it must make noises that interest you. Be prepared to demonstrate it in its ideal artistic environment: Create a 1-minute "score" / performance, short improvisation, or set it up as an interactive installation. Your noise machine will be assessed both as an independent sound-object and for the success of the noise art/music/installation experience you create with it.

William Davis (*1969) is a composer, recording artist, music producer and founder of workhorsesong studio in Berlin. Since 2015, he collaborates with the Richard Thomas Foundation (London/Berlin), developing artists' projects related to music, sound and performance. Works include compositions and collaborations with: Matt Saunders, „Double Mattie“, Marian Goodman Gallery, Paris/NY (Collection Guggenheim Museum, NY), Svetlana Heger „Out of the Shadow/Into the Fog“

Cabaret Voltaire, Zürich/VI. Moscow International Biennale, „Untitled (The Cohen Residence, Paradise Valley)“, Phoenix Art Museum/The Bass Museum of Art, Miami, Karin Sander „Zeigen“ Galerie für Zeitgenössische Kunst, Leipzig, Raymond Pettibon „The Family“ (Collection MoMA, NY).

Bibliographie / Literatur	Will be handed out during the course
Leistungsnachweis / Testatanforderung	Mandatory attendance (minimum 80%); active participation
Termine	Time: 09:15 - 17:00 o'clock CW 13: 27 / 28 / 29 / 30 / 31 March
Bewertungsform	bestanden / nicht bestanden