



VIST 405



Documentation Video



Video Documentation for Interactive Art

- Interactive artworks need a different approach in video recording and documentation than more traditional work of arts.

Why Video?

- overall impression
- visual aspects of components
- relation of components
- relation to space/architecture
- sound
- movement
- time specific aspects
- interactivity
- presence (and experience) of the audience

Purposes of Video Documentation

- Publication/education
 - For broader audience, try to show the main characteristics of the work in an attractive fashion
- Promotion
 - To curators and other professionals for an exhibition and festival
- Documentation/research
 - The whole atmosphere and experience needs to be captured
- Re-installation
 - The exact order of actions as well as the positioning of the parts in relation to an overview of the work

How to document Interactive Arts

- How can we understand, capture, define and transmit the 'heart' of the art work?

Pre-production

- Define the purpose
- Determine budget and quality
- Scenarios
- Writing Script

Pre-production

- Write script (basic elements)
 - An impression of the installation in the space, with visitors.
 - Configuration.
 - Interview. Voiceover or commentary track with the technician and/or the artist.
 - Inventory of all the elements
 - The building-up process. Following the different steps of putting the installation together.

Pre-production Cont'd

- Graphics. For example a connection diagram illustrating how the equipment is connected together.
- Animation of a 3D model of the installation.
- Textual information. Meta-data, credits, rights etc.

Flow of Video

- Title, Artist(s), year
- Background Info
 - Concept, Aesthetics
 - Artist Interview
- Artifact +Interactive Experience
 - Impression of the work in the space with visitors
 - Interview of Users
 - Animation to simulate the experience

Flow of Video Cont'd

- Technical Info
 - Artist or Technician Interview
 - Configuration
 - Inventory of all equipment
 - Building-up process
 - Graphics (diagrams)
 - Animation
- Credit

Post-production

- Versioning
 - Short teaser for a website 20 seconds
 - One minute impression of the installation.
 - Three minute clip for presenting the work to the public.
 - Three or four minute clip for presenting to curators and/or professionals.
 - Eight minute clip that tries to capture every detail for art historical research.
 - 15 minute clip that show every detail and the loop in its entirety.
 - 25 minute clip that shows how the installation is built step by step with a commentary tracks or voiceovers.

Examples

- <http://conceptlab.com/roachbot/>
- http://www.youtube.com/watch?v=FU-ubH8no_s
- <http://www.youtube.com/watch?v=plwDEHYZp8Y>
- <http://www.embodiedimmersion.com/?p=579>

Dues

- October 10: Final Project Presentation
- October 15: midnight – blog, documentation video

Documentation & Support materials

- Never, never send originals of anything or your only copy of an image/review/catalog!
- Make sure you send good quality documentation/support materials
- Do not overwhelm the person with support materials