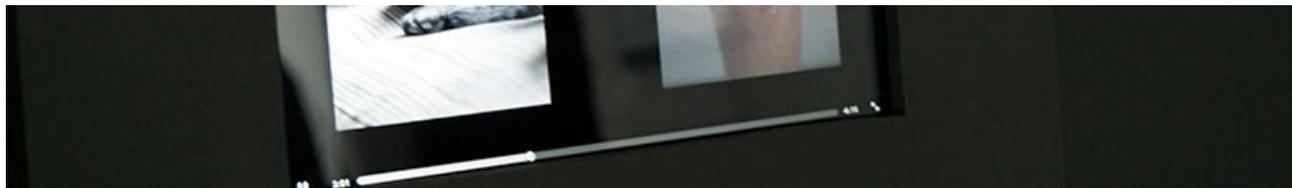


ART ACADEMY LONDON



Course Title	Digital installation, projection and motion
Tutors	Lynn Dennison & Aphra Shemza
Dates	Thursdays: 25 April - 27 June 2019 NO HALF TERM
Course Code	E1803C104
Level	All
Studio	Digital Suite, Newington library basement & Studio 4
Cost	£500

What is this course about?

This course is an opportunity to work with two experienced tutors, and aims to teach skills in two main areas:

1. Spacial installation with video projection - encompassing different approaches to the exploration of space and site through immersive and site-specific installation, and the development of digital media for projection. In the first half of this course, you will develop your own project using video installation, honing and building on new skills, understanding and developing creative ideas, and culminating in finished installations.

2. Kinetic Art - working with wood and plastic to build kinetic sculptures and installations. Using DC and digital motors to create motion and learning how to use the Arduino, LEDs, sensors and other digital components and integrate them into your art practice. In the second half of this course, you will develop a second project using movement, learning new skills such as; working with Arduino, sculpture building, electronics, soldering and the integration of circuitry into sculpture.

What topics do we cover?

- Exploring spatiality as an experiential medium.
- Group discussion and tutor led talks contextualising installation using video projection art.
- Practising using sculptural and installation construction methods and equipment.
- Developing digital media for projection.
- Introduction and exploration of principles of motion.
- Developing a concept from a broad initial stimulus.
- Developing a subtle appreciation of space and responding to site.
- Working on a collaborative project.
- Thinking experimentally and being open and playful.
- Looking at how other artists have used space, site, and the medium of video installation within their practice.
- Looking at how other artists have used kinetic techniques and technology in their work
- Introduction to the Arduino microcontroller
- Using DC and digital motors to create Kinetic sculpture
- Working with LEDs to create light-based work
- Working with different sensors to create interactive pieces
- How to design and carry out a kinetic project of your own

By the end of this course you will:

- Students will develop the confidence to work on a large/ architectural scale and will have used new knowledge to develop a site specific installation using video projection.
- Developed knowledge and skills in Kinetic art - simple techniques of construction, basic electronics and digital programming using an Arduino microcontroller
- Created one or more sculptures which incorporate motion
- Explored the ways of selecting, modifying and composing objects and materials around personal themes & concepts.
- Seen and discussed examples of how motion has been incorporated into modern and contemporary art practices

What level is the course and do I need any particular skills?

This course is suitable for all levels wishing to develop their cross-disciplinary practice.

How will I be taught and what feedback and support will I get?

You will be taught by different tutors who will develop a variety of skills and support you throughout the course which is structured as a series of workshops and assignments. Individual tutor assistance will be available throughout the course and students will be able to highlight areas which they would like to focus on developing.

Course Times

10am - 5pm: Please spend your final 15 minutes cleaning up after your day's work and return the studio to the state in which you would wish to find it. All classes are followed by evening classes.

About your tutors

Lynn Dennison is a London based artist whose practice uses film and installation to explore the meanings created when the exterior enters the interior, when the bucolic, arcadian and romantic connotations of land and seascape enter, or encounter in other ways, the built environment. She studied B.A. Fine Art at the Slade and completed an M.A. in Fine Art at Central Saint Martins. She has exhibited nationally and internationally and is a recent winner of the RBS Sculpture Shock Award.

<http://www.lynndennison.com>

Aphra Shemza is a London based multimedia artist exploring the impact and legacy of technology on our world. Working with abstraction, interactivity and light, Shemza combines traditional sculpting techniques with the latest technology to create her work. Shemza's work is multidisciplinary making reference to Modernism with a renewed optimism.

She exhibits regularly with recent highlights including V&A Digital Futures, Winter Lights Festival and Xi'an Maker Faire in China with the British Council. She has also participated in public speaking events, notably at Tate Britain, the British Library and The Courtauld Institute.

In 2018 she launched www.art-ology.co.uk, a peer resource for artists who wish to be mindful of their environmental impact with the support of SPACE. Her research about sustainability in the media arts has been published by the [Electronic Visual Arts](#) conference in London, and she now sits on their organising committee. She also contributed an [article](#) to Tate Etc magazine in 2016.

In 2016 she co-founded [FLUX Events](#), a peer networking charity for artists working at the intersection of art, technology and science. Shemza co-curates the yearly programme of talks, exhibitions and events and oversees the day to day running of the charity. Alongside her art practice, she has been the manager of the [Estate of Anwar Jalal Shemza](#) since 2012, championing the work of her grandfather and continuing his legacy, through exhibitions, publications and more.

<https://www.aphrashemza.co.uk>

Weekly breakdown

Courses at the Art Academy offer a structured approach to ensure specific subjects, skills and methods are covered. Below is a weekly breakdown of what will be covered. Please bear in mind that these classes will move with the pace of the class, so a degree of flexibility of what will be covered on which day will be employed.

Week	Date	Topic/skills covered	Location and Tutor	What to bring
1	25 April	Following an introductory image based talk on the development and contemporary practice of installation art using video projection, the class will split into groups and experiment with using video projection site specifically and with installation.	Mermaid Court Studio 4 Lynn Dennison	Camera/phone Sketchbook, pencil/pen Laptop if possible USB
2	2 May	You will be introduced to the sites available to build installations using video projection. You will begin to develop ideas in tutorials. There will be an opportunity to either develop a video installation alone or collaboratively with another student/students. There will be a gallery visit today to look at installation using video projection ahead of beginning personal projects.	Newington Library basement and Mermaid Court digital suite Gallery visit TBC Lynn Dennison	Sketchbook, pencil/pen camera/phone
3	9 May	You will continue to develop your project, working between the digital suite and the Newington site, building installations, developing digital material and constantly honing video projections. Discussions of the work in progress with your tutor and peers will enable you to critically reflect on the development of your work and resolve the finished piece.	Newington library basement and Mermaid Court digital suite Lynn Dennison	Students will bring materials and equipment relevant to the work/projects they are developing.
4	16 May	Continued project Development with tutorials.	Newington library basement and Mermaid Court digital suite Lynn Dennison	Students will bring materials and equipment relevant to the work/projects they are developing.
5	23 May	The morning will be spent finishing projects before an afternoon of viewing the finished installations and group feedback.	Newington library basement and Mermaid Court digital suite Lynn Dennison	Students will bring materials and equipment relevant to the work/projects they are developing.

6	30 May	<p>The morning will begin with an introduction and an overview presentation of artists who work with kinetics and technology within their work.</p> <p>Analogue Kinetics:</p> <ul style="list-style-type: none"> • Introductions to some basic electronics principles • Create your own circuit, putting a low voltage motor in a simple circuit and soldering wires and components. • We will then look at how you can integrate these circuits into sculpture and begin some experiments 	<p>Studio 4</p> <p>Aphra Shemza</p>	<p>Camera/phone, sketchbook, pencil and pen.</p>
7	6 June	<p>Digital Kinetics:</p> <p>You will be introduced to the Arduino microcontroller, prototyping circuits and basic programming.</p> <p>You will also create circuits which control different 2 types of motors digitally; dc motors & servo motors. They will also learn about LED circuits and control.</p> <p>You will begin designing the works that they want to create over the coming sessions.</p> <p>You will also have the opportunity to have a one to one tutorial with the tutor about the project you wish to develop over the coming sessions and start the design process.</p>	<p>Studio 4</p> <p>Aphra Shemza</p>	<p>Camera/phone, sketchbook, pencil, pen and laptop with USB ports.</p>
8	13 June	<p>You will begin working on your own kinetic projects, with support from the tutor. There will also be demonstrations of techniques throughout the day. As your work progresses you will be encouraged to share your findings with the rest of the class in a collaborative and discursive nature.</p>	<p>Studio 4</p> <p>Aphra Shemza</p>	<p>As above</p>
9	20 June	<p>Continued project Development with tutorials. There will also be demonstrations of techniques throughout the day. As your work progresses you will be encouraged to share your findings with the rest of the class in a collaborative and discursive nature.</p>	<p>Studio 4</p> <p>Aphra Shemza</p>	<p>As above</p>
10	27 June	<p>The morning will be spent finishing projects before an afternoon of viewing the finished installations and group feedback.</p>	<p>Studio 4</p> <p>Aphra Shemza</p>	<p>As above</p>

Preparation Requirements & Additional Costs

Video Installation: From week 2-5 inclusive, you need to bring materials and equipment relevant to the work/projects you are developing. After the initial workshop/ seminar session you will work with Lynn to project plan, and this will inform material choices and best approach to procuring the right equipment and resources.

Kinetic Art: This is a course requiring a lot of materials and equipment, which you cannot do the course without!

You will need to purchase an amount of wood, metal, plastics and electrical items for use for the first 5 weeks of the course - **the cost of this should not exceed £15 per student but the exact cost will be confirmed nearer the start of the course**, when all items have been sourced. This is payable at the start of term.

There maybe other, individual costs as the course progresses depending on what materials you choose to use for your personal projects. The tutor will cost this out with you as you go along. You are also likely to need to bring in materials yourself, these could be bought or found.

Resources & Further Reading

Installation Art, Clare Bishop, Tate Publishing

<https://www.amazon.co.uk/Installation-Art-Claire-Bishop/dp/1854375180>

Installation and the Moving Image, Catherine Elwes

https://www.amazon.co.uk/Installation-Moving-Image-Catherine-Elwes/dp/0231174519/ref=sr_1_1?s=books&ie=UTF8&qid=1549551174&sr=1-1&keywords=Installation+and+the+Moving+Image%2C+Catherine+Elwes

Screen/space: The Projected Image in Contemporary Art (Rethinking Art's Histories) by Tamara Trodd

https://www.amazon.co.uk/Screen-space-Projected-Contemporary-Rethinking/dp/0719084636/ref=sr_1_1?s=books&ie=UTF8&qid=1549551207&sr=1-1&keywords=Screen%2Fspace%3A+The+Projected+Image+in+Contemporary+Art+%28Rethinking+Art%27s+Histories%29+by+Tamara+Trodd

The Contingent Object of Contemporary Art, Martha Buskirk MIT Press

https://www.amazon.co.uk/Contingent-Object-Contemporary-Art-Press/dp/0262524422/ref=sr_1_1?s=books&ie=UTF8&qid=1549551233&sr=1-1&keywords=The+Contingent+Object+of+Contemporary+Art%2C+Martha+Buskirk+MIT+Press

Spatial Installation:

<https://www.mattress.org>

<https://www.artangel.org.uk>

<https://momaps1.org>

<https://www.southlondongallery.org>

Making Things Move - An introduction to DIY Mechanisms for Inventors, Hobbyists and Artists.

Dustyn Roberts. McGrawHill

<https://www.amazon.co.uk/Making-Mechanisms-Inventors-Hobbyists-Artists/dp/0071741674>

This is a useful introduction to mechanisms, materials and techniques.

For examples of Kinetic Assemblage, the following artists would be interesting:

Jean Tinguely, Jeppe Hein, Rebecca Horn, Alexander Calder, Arthur Ganson, Fischli and Weiss, Roman Signer.

Welcome to The Art Academy

We are looking forward to welcoming you to The Art Academy and wish you the very best for your course. If at any time you would like to speak to a member of the team please feel free to contact us using the details below. We value feedback on all of our courses so please keep us posted on your progress.

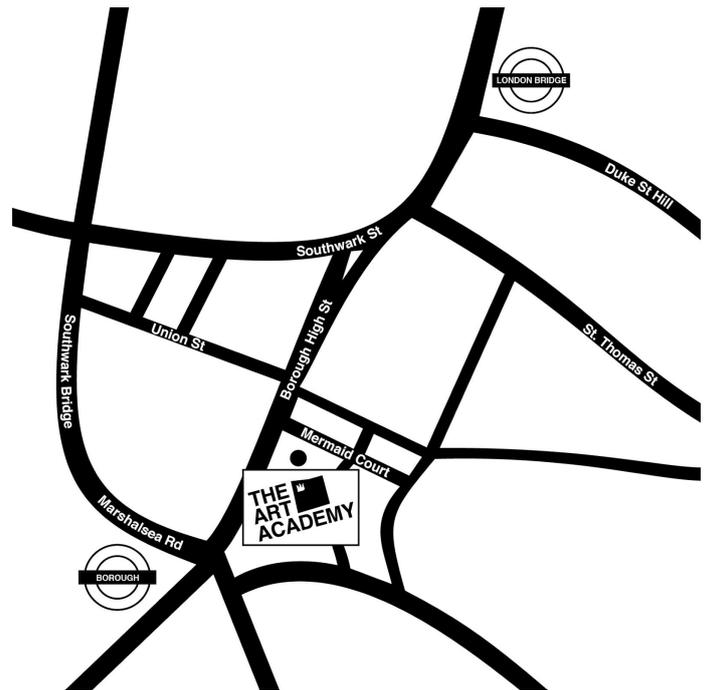
Who can I contact for further information?

General information and advice on courses at The Art Academy is available from the main office, open Monday to Friday 09:00 – 17:00 during term time.

Tel: +44 (0) 20 7407 6969 or email our Administrator, Aimee Briginshaw:
aimee@artacademy.org.uk

Location

The Art Academy is conveniently located minutes away from London Bridge (Northern and Jubilee lines, National Rail services) and Borough (Northern line) underground stations - follow signs for Borough High Street to exit. Please [click here](#) for a map.



Just moments walk from the Thames, the Art Academy is also ideally located for access to:

White Cube
Tate Modern
Jerwood Gallery

If you would like to make the most of the area a member of the team will be happy to advise you on areas of interest locally.

Refreshments & Facilities

All students have access to the common room located in the Barn, on the ground floor of the Mermaid Court building. Here you will have use of a fridge, kettle, microwave and eating area.

There is a wealth of supermarkets, shops and cafes in the area as well as the world-famous Borough Food Market, five minutes walk away.

Disabled Access

We make every effort to accommodate students' access requirements, but if you have mobility issues, please speak to a member of the Academy team before your course starts.

Further Details

- You will need to have paid in full for your class before the first session of your class, your place is not guaranteed until we have received payment.
- If you purchased a materials pack online this will be given to you on the first session of your course upon your arrival.
- Ensure that you wear old clothing, as you may get messy!

- All artwork at the Academy MUST be taken home at the end of the course.
- Please ensure that your mobile phone is switched off, or is on silent, during the class.
- Please read the Health and Safety Guidelines carefully, provided at the beginning of your course.
- If you wish to join any class for the next term please contact the office to re-book. Classes are becoming increasingly popular, so please book early in order to guarantee your place.
- If you have any further queries let us know and we will do our best to resolve them. Thank you for your co-operation and we look forward to seeing you.