

**Emerging Order
Winter Quarter Animation
Sound & Stop Motion Assignment**

Chance Event (purposeful purposelessness, or purposeless play)

This assignment has two parts, a 3 minute sound track, and a 3 minute animation piece. These must be exactly 3 minutes long, no more, no less, because each audio track will be randomly matched with an animation piece. For that to work, each must begin and end at the same moment.

Sound:

Working in pairs, create a sound work exactly 3 minutes long that establishes some kind of sonic order, disrupts it, and then re-establishes it, or alternatively, begins in disorder, establishes order and dissolves into disorder. If you have chosen one alternative for animation, choose the other alternative for sound

The piece must include:

- 3 or more sounds collected from the La Push field trip,
- one or more sounds synthesized in Mathematica (in CAL lab weeks 4 & 5)
- new sound materials captured on MD or Flash. These could include spoken word or other voice element, or sounds from musical instruments as accents. (Read Chion-Murch for other ideas)

This is not to be a piece of music, but it should be, as Cage writes, organized sound, designed to give your audience a new listening experience. In the sound workshop, Peter will show you ways to loop, filter, cut and otherwise manipulate sound in Digital Performer (DP).

Each pair of you will mix down tracks to CD, and also save aiff files in a folder on Masu.

Animation:

Working in groups of 4, create an animated work that establishes a visual or temporal order, disrupts it, and then re-establishes it, or alternatively, begins in disorder, establishes order and dissolves into disorder. If you have chosen one alternative for sound, choose the other alternative for animation. (If group members have done both for sound, flip a coin to decide.)

The piece must include:

- Stop-motion animation shot in the 3d lab.
- Some element of 2d animation incorporated into 3d space
- Two different lighting set-ups
- A mix of camera angles and shots.
- A sequence using replacement animation
- A sequence using modeled clay animation

Add other visual elements as needed (intertitles, stills, 2d sequences, etc.). Edit the work, save as a quicktime movie in a folder on Masu.

When we meet Thursday of week 6, we will view each animation piece with two different sound tracks and talk about the interactions between sound and image.