

Video Art Design

Jelena Rubil

6 session







Soft Skills

Collaboration and Communication

Communication Skills

Collaborative Spirit

Flexibility

7.1 Communication Skills

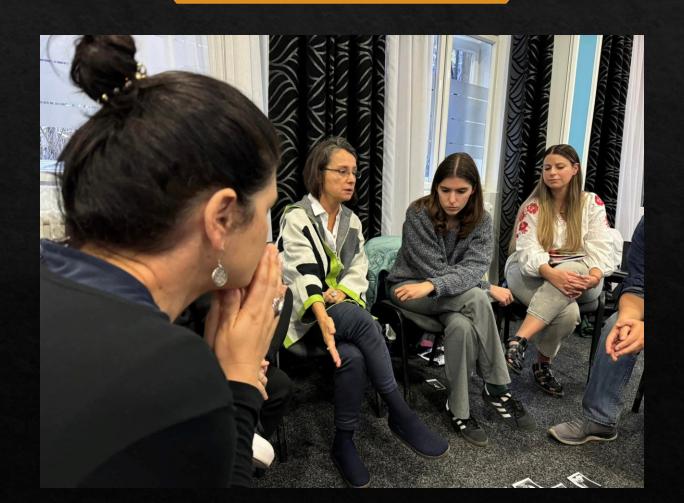
Communication and Understanding

Effective communication with directors, set designers, lighting designers, actors and other members of the production team to understand their vision and integrate video elements into the overall design.

- 7.1.1 Develop active listening skills to effectively understand the vision and requirements of directors, set designers, lighting designers, and other stakeholders involved in the production.
- 7.1.2 Practice articulating ideas and concepts clearly and concisely when discussing video designs with other members of the production team, using appropriate terminology and visual aids to facilitate understanding.
- 7.1.3 Learn to ask clarifying questions and seek feedback to ensure alignment between the intended video design and the creative vision of the production, fostering productive communication and collaboration throughout the design process.

7.1 Communication Skills

Communication and Understanding



Ability to collaborate

- 7.2.1 Cultivate a collaborative mindset that values input and contributions from other designers and technical staff, recognizing the importance of teamwork in achieving a cohesive and successful production.
- 7.2.2 Develop effective interpersonal skills for building positive working relationships with colleagues, fostering an environment of mutual respect, trust, and open communication.
- 7.2.3 Practice collaborative problem-solving techniques to address challenges and conflicts that may arise during the integration of video with other production elements, working collaboratively to find creative solutions that meet the needs of the production.

Ability to collaborate



Ability to collaborate

[HOPE Project]

"Peace is not merely a distant goal that we seek, but a means by which we arrive at that goal." - Martin Luther King Jr.

Peace is also one of the objectives that HOPE project is working to achive, in particularly, to promote peace through learning history and using theatre techniques.

Ability to collaborate

<u>Action Synergy</u> showcased a workshop on how to use theatre to educate the history of peace and its benefits.

Through different activities, the participants became more comfortable to express their feelings and share their opinions.

Through theatre, they could relate to the nowadays situation in the sense of "peace and war".

Willingness to adapt video designs based on feedback



Willingness to adapt video designs based on feedback

- 7.3.1 Embrace a flexible approach to video design, recognizing that adjustments and revisions may be necessary throughout the production process to accommodate changes in direction, feedback from stakeholders, or technical limitations.
- 7.3.2 Develop adaptability skills to respond quickly and effectively to unexpected challenges or disruptions, maintaining composure and focus while adjusting video designs to meet evolving requirements.
- 7.3.3 Learn to balance creative vision with practical considerations, demonstrating flexibility in making compromises or revisions to video designs without compromising the overall artistic integrity of the production.

UGLY LIES

THE BONE

DESIGNING A

PROJECTED LANDSCAPE

DETAILS SUMMARY

Newly discharged soldier Jess has finally returned to her Florida hometown. She brings with her not only vivid memories of Afghanistan, but painful burns that have left her physically and emotionally scarred. Jess soon realizes that things at home have changed even more than she has. Through the use of virtual reality video game therapy, she builds a breathtaking new world where she can escape her pain. As Jess advances farther in the game, she begins to restore her relationships, her life, and, slowly, herself.

Lindsey Ferrentino's transformative play was inspired by a real video game therapy called "Snow World," currently being used to treat burn survivor veterans living in a state of perpetual pain.

HISTORY

Ugly Lies the Bone premiered at Roundabout Underground in New York City on September 10, 2015. Directed by Patricia McGregor, the production featured Mamie Gummer, Karron Graves, Caitlin O'Connell, Chris Stack and Haynes Thigpen.

Ugly Lies The Bone

XENOS

'Whose war?

Whose fire?

Whose hand is this?'

Xenos by Jordan Tannahill

Akram's most anticipated solo, *XENOS*, marks his final performances as a dancer in a full-length piece.

In this work commissioned by 14-18 NOW, the UK's arts programme for the First World War centenary, Akram draws on the archives of the 20th century and gives voice to the shell-shocked dream of a colonial soldier in the First World War.

XENOS reveals the beauty and horror of the human condition in its portrait of an Indian dancer whose skilled body becomes an instrument of war.

Shifting between classical kathak and contemporary dance, XENOS takes place on the border between East and West, past and present, mythology and technology, where humanity still stands in wonder and disarray.

Akram has brought together a stellar creative team. Along with dramaturg Ruth Little and acclaimed Canadian playwright Jordan Tannahill, he teams up with German designer Mirella Weingarten, award-winning lighting designer Michael Hulls, costume designer Kimie Nakano, and composer Vincenzo Lamagna.

Akram is joined onstage by five international musicians: percussionist B C Manjunath, vocalist Aditya Prakash, bass player Nina Harries, violinist Fra Rustumji, and saxophonist Tamar Osborn.

XENOS | Trailer By Maxime Dos

Akram draws on the archives of the 20th century, and gives voice to the shell-shocked dream of a colonial soldier in the First World War.



Chotto Desh - Akram Khan Company



https://www.youtube.com/user/akramkhancompany





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