UE N
CONSTRUCTING THE VIEW
This course focuses on the production of utopian scenarios using experimental composition techniques. By means of digital image processing techniques, the fictitious scenes are meaningfully conveyed in a series of images.
The participants will develop a pictorial work comprising several image series - on the basis of the content communicated in the lectures, the workshops and the assignments that are continuously given. The course encourages the use of manual and digital instruments at the extreme limit of the interplay between reality and fiction.
MODULES & STUDENT WORKS
(PREVIOUS COURSES)
CONSTRUCTING THE VIEW

Teaching Modules

Merged Realities
A series of retouched and edited photographs, based on transferring the visual characteristics of 3D computer graphics to the photographic image. In the first part of the course, the students collected a multitude of current and historical example images from the field of 3D computer graphics, such as screenshots of 3D video games, 3D illustrations or computer-generated 3D visualizations. The... »

Objets Trouvés - Projects
A series of selected everyday objects, reinterpreted and transformed into infantil architectural designs. Continuing on from the Objets Trouvés module, in which everyday items were inserted into various large-scale visual contexts by means of montage, the aim of this advanced coursework was to articulate these reconceptualized objects in unpin architectural project designs. After initially... »

Cut-Ups
A series of perspective and binary visual compositions, based on the rearrangement of found, space-depicting photographic fragments. This practical coursework was primarily about working with experimental and visual composition techniques. The main intent was to visually bring together and rearrange the supposedly incompatible. After an introduction to digital image processing and... »

Cinematography Scenes
A series of built model scenes and their photographic reproduction, based on the visual and stylistic characteristics of selected film stills. In the first part of the course, the students examined the visual aesthetics of selected film stills. The aim was to note the stylistic attributes and visual composition elements, and to subsequently transfer the gained insights to a series of novelty... »

Paintings - Analogue (Re)Construction
A series of selected paintings, reinterpreted using three-dimensional physical models, and their reproduction as photographic images. The starting point for the practical work was a selection of well-known paintings from the last century. In different styles. The unifying feature of the selected paintings was visual reproduction of a built costume; a view of an urban space or single building, etc... »

Paintings - Virtual (Re)Construction
A series of selected paintings, reconstructed using virtual 3D models, and their depiction by means of computer-generated renderings. After an introduction to Cinema 4D, a 3D modelling and rendering program, the students were asked to develop a series of non-referential images, the aesthetics and style of which were to bear more towards the characteristics of painting. To this end, a selection... »

Composition Series
A series of two-dimensional geometric compositional figures and their subsequent gradual transformation into three-dimensional visual contexts. After an introduction to digital image processing techniques and the teaching of visual composition strategies, the students were asked to examine two-dimensional abstract artworks in the first part of the coursework. The task was to note several approaches to... »

Compounds - Word and Image
A series of newly placed-together fictitious compound words, interpreted and translated into pictorial representations. Permutation, creativity and imagination are important considerations and starting points for any design-oriented or artistic activity. Creativity does not come out of this air; it needs a playing field and a container of building blocks. From which to derive, rearrange and compose. »

Converted Objects
A series of everyday objects, reinterpreted on the basis of anatomy and translated into images. This practical coursework focused on working with experimental design techniques and playfully using language, which can be utilised here as a vehicle for conception and imagination. The starting point was a selection of various everyday objects, furnishings and architectural elements.«The... »

Film Stills - 3D Reconstruction
A series of selected film stills from the field of cinematography, reconstructed in a 3D sense and reproduced as an image by means of computer-generated rendering. After an introduction to the 3D graphics program Cinema 4D, the students were presented with various film stills that had to be accurately reproduced in detail in a 3D sense. The focus of the coursework was on exploring the images... »

Website: https://constructingtheview.org/teaching-modules/
IMAGINARY COMPOSITES – RECONFIGURED REALITIES | Selected student works, compiled by Philipp Schaerer
COURSE
PREREQUISITES
1.

Basic knowledge of English
2.

Basic knowledge of photography and image editing techniques - Photoshop installed on your computer
3.

Computer, digital camera (mobile phone) and tripod to work with during the whole course
Personal commitment and *try and error attitude* ...
Education is not a product.
The students are not customers.
The Professors are not tools.
The University is not a factory.