# UE N CONSTRUCTING THE VIEW

### **COURSE OVERVIEW**

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 visualisations. The... »



### 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-photorealistic images, the aesthetics and style of which were to lean more towards the characteristics of painting. To this end, a selection... 9



### Objets Trouvés - Projects

A series of selected everyday objects, reinterpreted and transformed into utopian 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 recontextualised objects in utopian architectural project designs. After initially...



### Composition Series

A series of two-dimensional geometric compositional figures and their subsequent gradual transfer to a three-dimensional visual context. 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... »



Teaching Modules

### Cut-Ups

A series of perspectival and illusory visual compositions, based on the rearrangement of found, space-depicting photography fragments. This practical coursework was primarily about working with experimental and visual composition techniques. The main interest was in visually bringing together and rearranging the supposedly incompatible. After an introduction to digital image processing and... »



### Compounds - Word and Image

A series of newly pieced-together fictitious compound words, interpreted and translated into pictorial representations. Perception, creativity and imagination are important cornerstones and starting points for any design-oriented or artistic activity. Creativity does not come out of thin air. It needs a playing field and a container of building blocks, from which to derive, rearrange and compose...



### 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 newly... >>



### Converted Objects

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



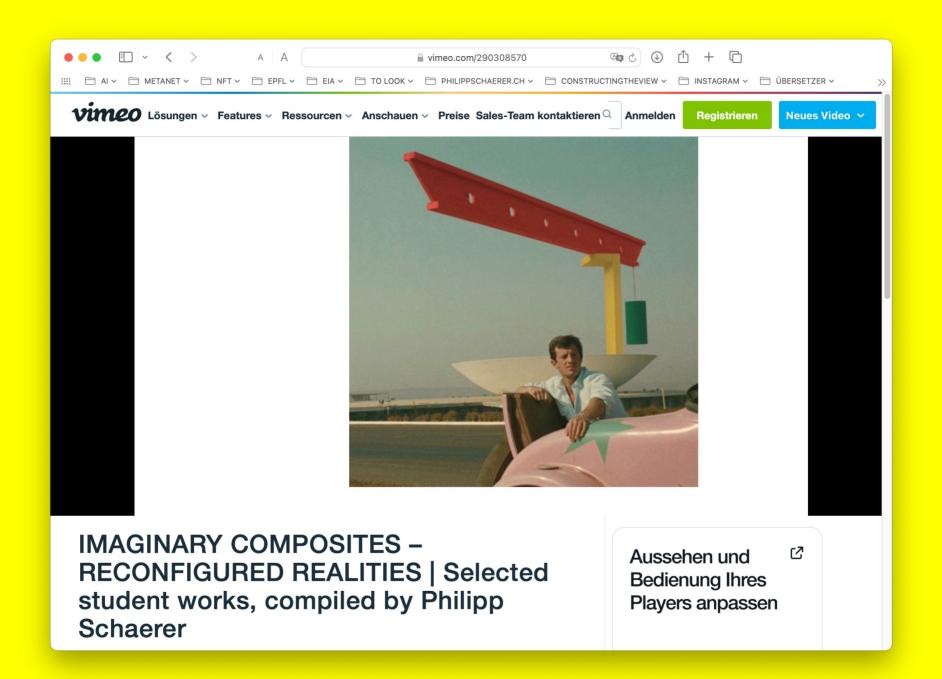
Paintings - Analogue (Re)Construc-

A series of selected paintings, reconstructed 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 context: a view of an urban space or single building, or... »



Film Stills - 3D Reconstruction

A series of selected still images from the field of cinematography, reconstructed in a 3D scene 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 recreated in detail, in a 3D scene. The focus of the work was on analysing the images... »



## COURSE PREREQUISITES

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

course prerequisites

4.

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.

