This course explores the continuum from analog imaging techniques to current trends in alternative digital image making. We will work in a high degree of hands-on experimentation to push the limits and bleed the boundaries of these varied technologies in a creative way, while also delving into intermediate to advanced software manipulations. We will do sun-based image printing, scanner imagery, photomontages, digital pinhole landscape, punk zines, and experimental video work. We will cover concepts in experimental snapchat, remote, drone and other surveillance cameras as source material. We will cover key historical milestones in image hacking from photocopy malfunctions through video glitching. We will discuss key artists in this realm, major trends and practices, as well as covering theoretical concerns. Software used: Photoshop, Lightroom and Premiere. Hardware used: photocopiers, 35mm film cameras, drones, professional studio lighting, Macs, scanners, the occasional scissors, and more.

No course prerequisite is officially required though it is strongly recommended that you have taken Image.

*original image by TAM student Ana Elfring.*