

SAIR GOETZ

teaching portfolio



**one is too few and two
is only one possibility**
emma levesque schaefer

BFA final term independent study

9 min, digital video

Spring 2017

I worked with this student in their final semester to push their understanding of a long-term project through the many stages before final fruition. This project took an entire term and combined years of study in 3D modeling, video production, and sound editing.

Full video may be seen here: <https://vimeo.com/215284440>



Black Skin Gold

Courtney Gilbert

Intro to Video Art

1 minute, digital video

Fall 2016

This work was created by a student in response to a unit in "Intro to Video Art" where we looked at mise en scène across sculpture, video art, and artist cinema. She responded particularly to the work of Hannah Becher and Martine Sims, and sought to create a portrait of Afropunk Scene in Columbus, OH.

Full video may be seen here: <https://vimeo.com/197470941>

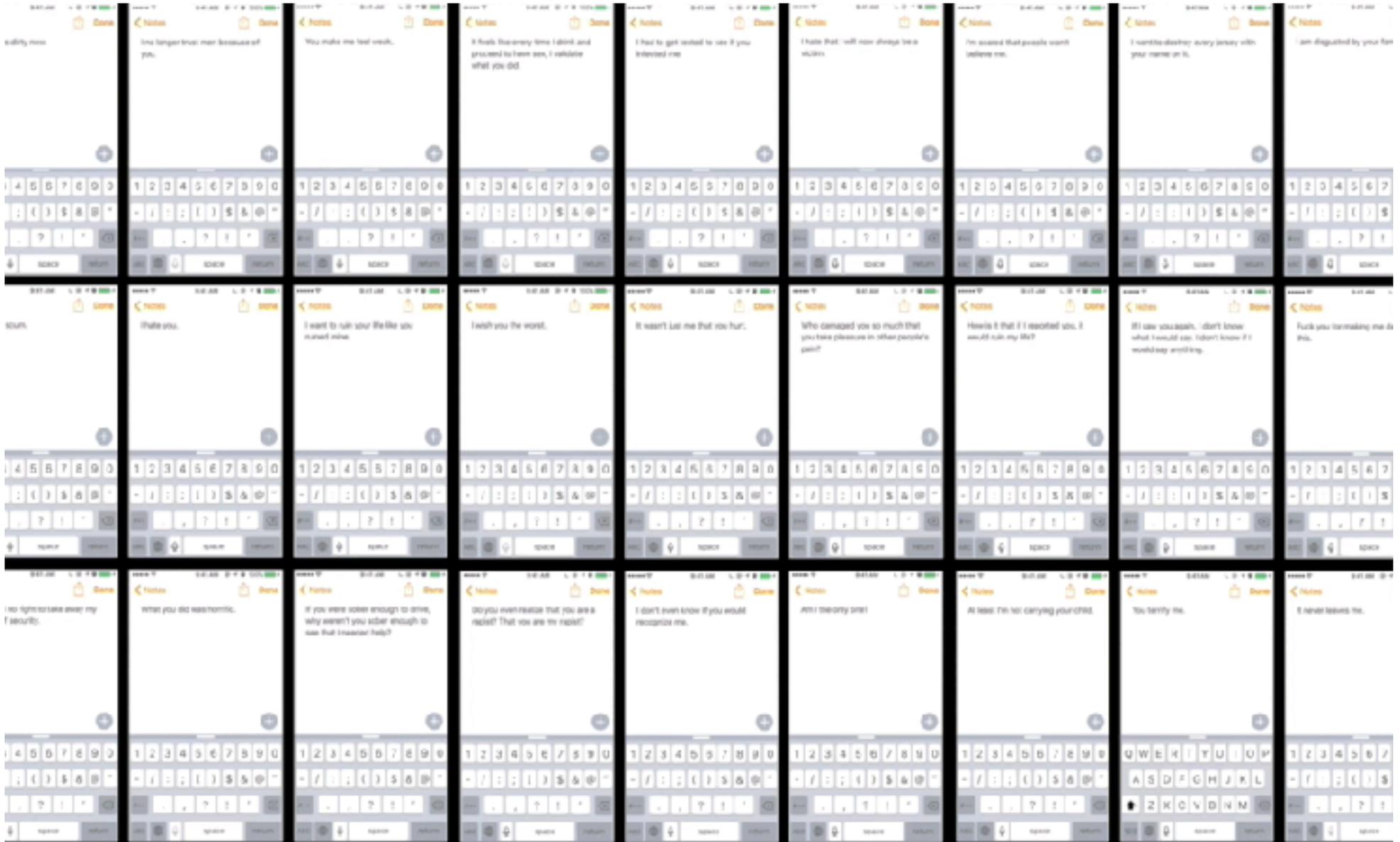


Glitch Supercut

Joe Sadoski

Intro to Video Art
6:21, digital video
Fall 2016

This student responded to an assignment about video codecs & glitch by data moshing other students' video files. This image was created by feeding video through audio software.



Notes to Self & You

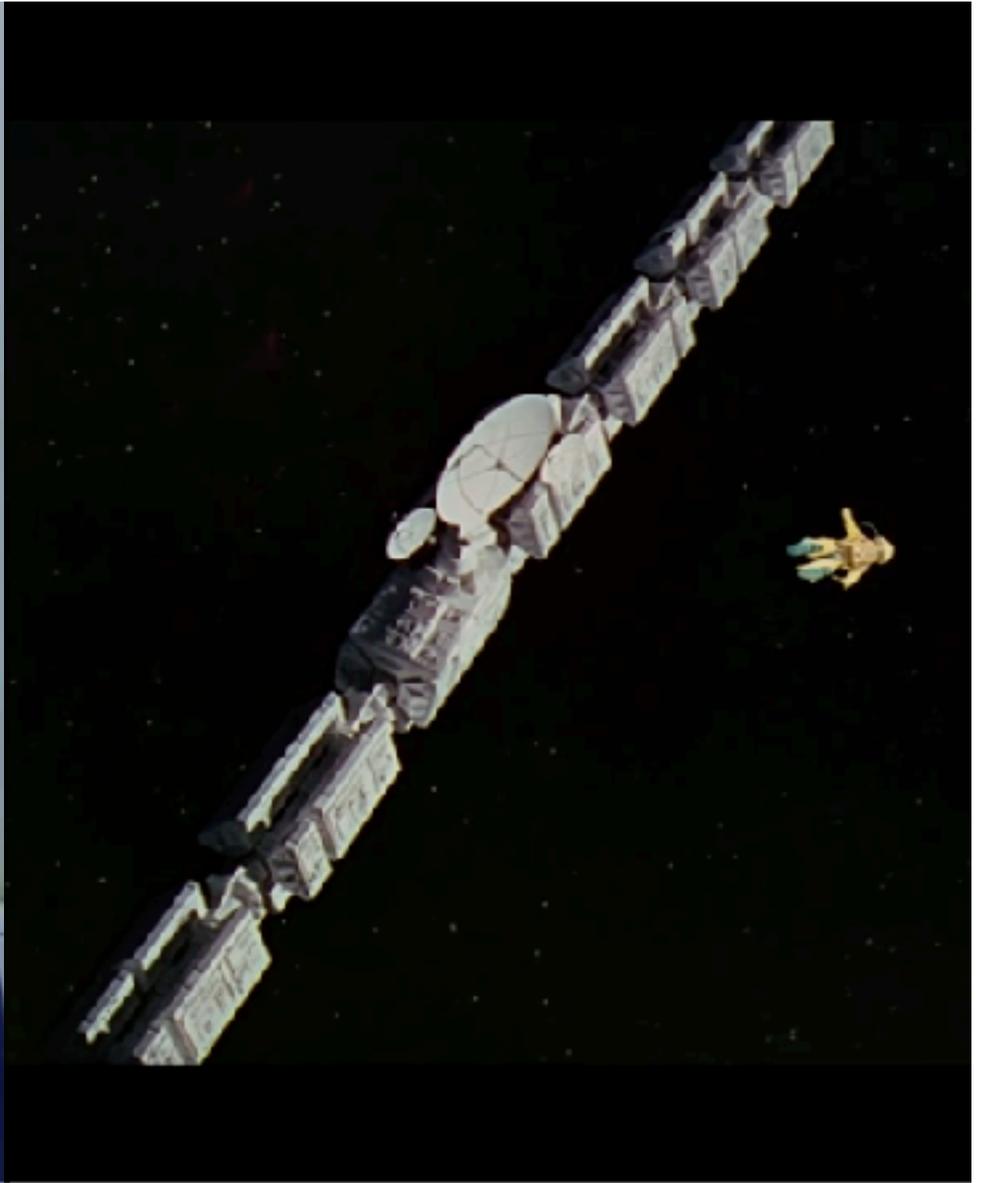
Isabel Hidalgo

Intro to Digital Imaging

2 min, digital video, created through screenshots

2015

A final project in response to an animated gif assignment. Though the course, did not cover video editing, the student responded with such enthusiasm to the time-based media of animated gifs that I guided them through the basics so that they could make this piece.



Half-Minute Scream, Half-Minute Silence Alex Figueiredo

Intro to Video Production

1:30, digital video

Summer 2018

Following a visiting artist lecture by supercut artist Alison Nguyen, and several lessons on sound and editing, this student chose to create a supercut juxtaposing the tonal qualities of clips from moments in which a character is screaming against moments of silence.



The Doll

Audrey Galat

Intro to Video Art
1 minute, digital video
Spring 2017

For her final project, this student created a three-channel video installation inspired by artists we discussed in class, primarily Moriko Mori and Mika Rottenburg.

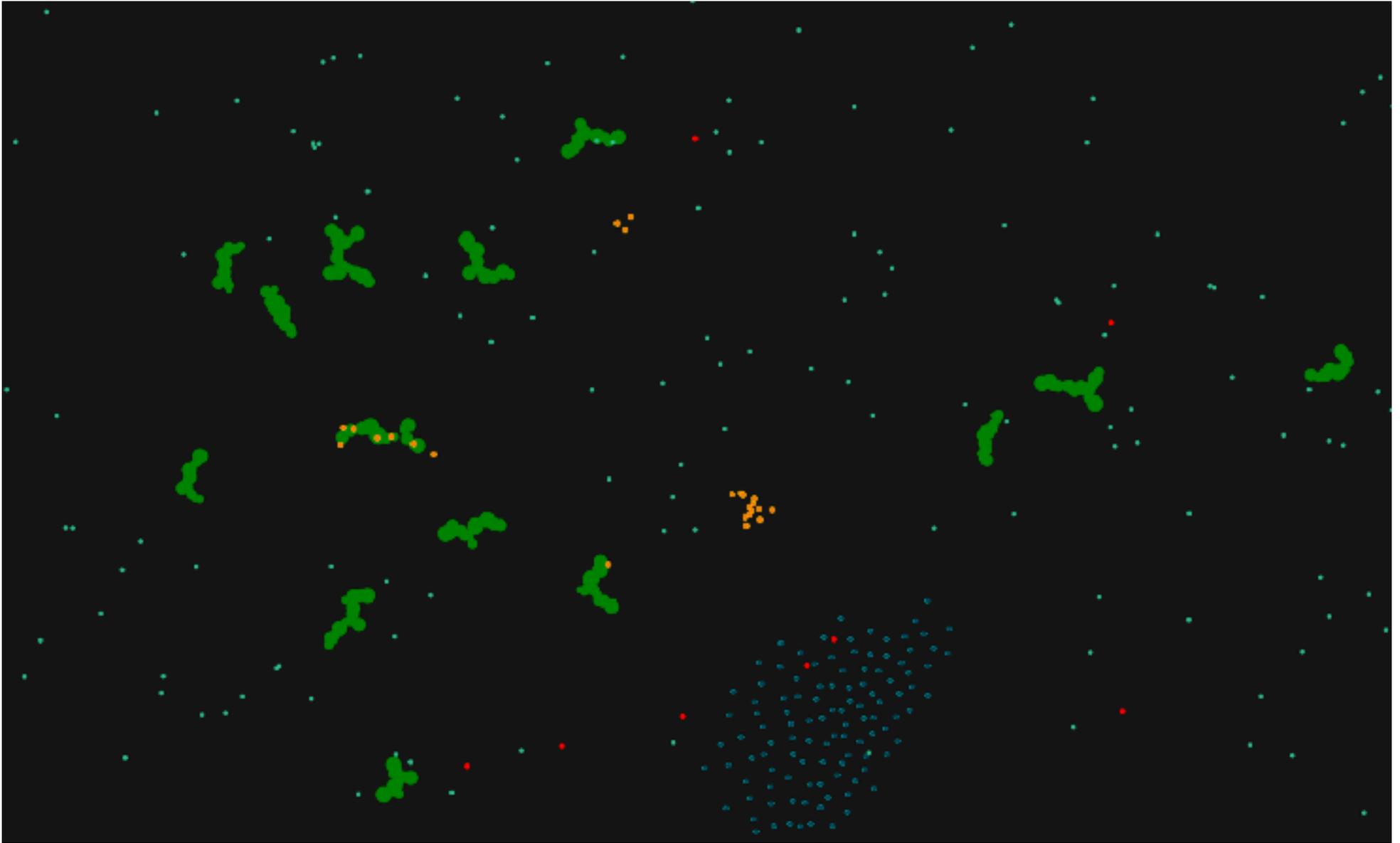


Digital Mold

Paul Lacher

Intro to Digital Imaging
student-made software
2015

After I introduced my students to the basics of programming for artists, I posed the questions "what are the ecosystems of files?" and "how does the internet forget?" A student responded to this lesson and these questions by writing a program that would constantly rewrite an image file with "Digital Mold" until the image was unrecognizable.

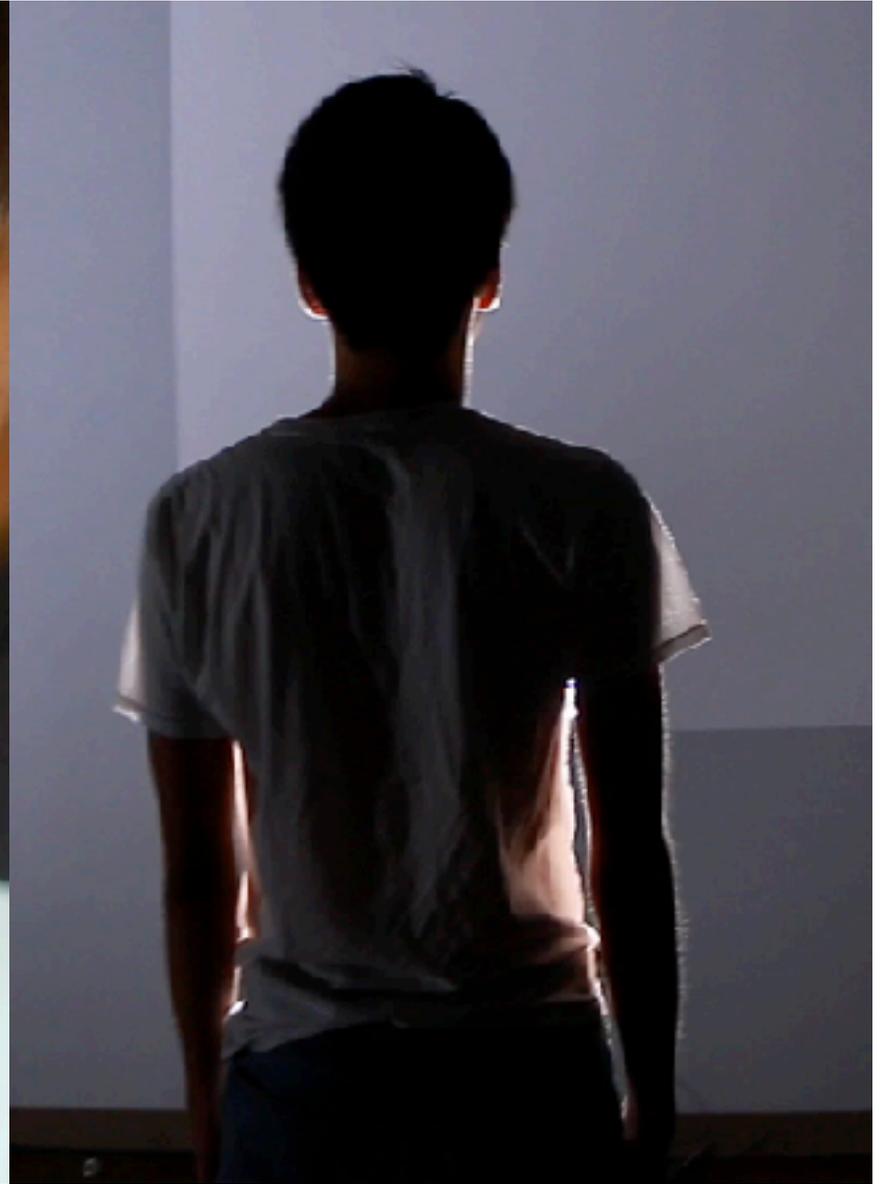


Ecosystem

Katherine Beigel

Intro to Digital Imaging
computer game created in processing
2015

I guided this student through the visualization of her environmental biology research to the creation of a game in Processing to simulate and comment on ecosystem dynamics.



Seeking Perfection

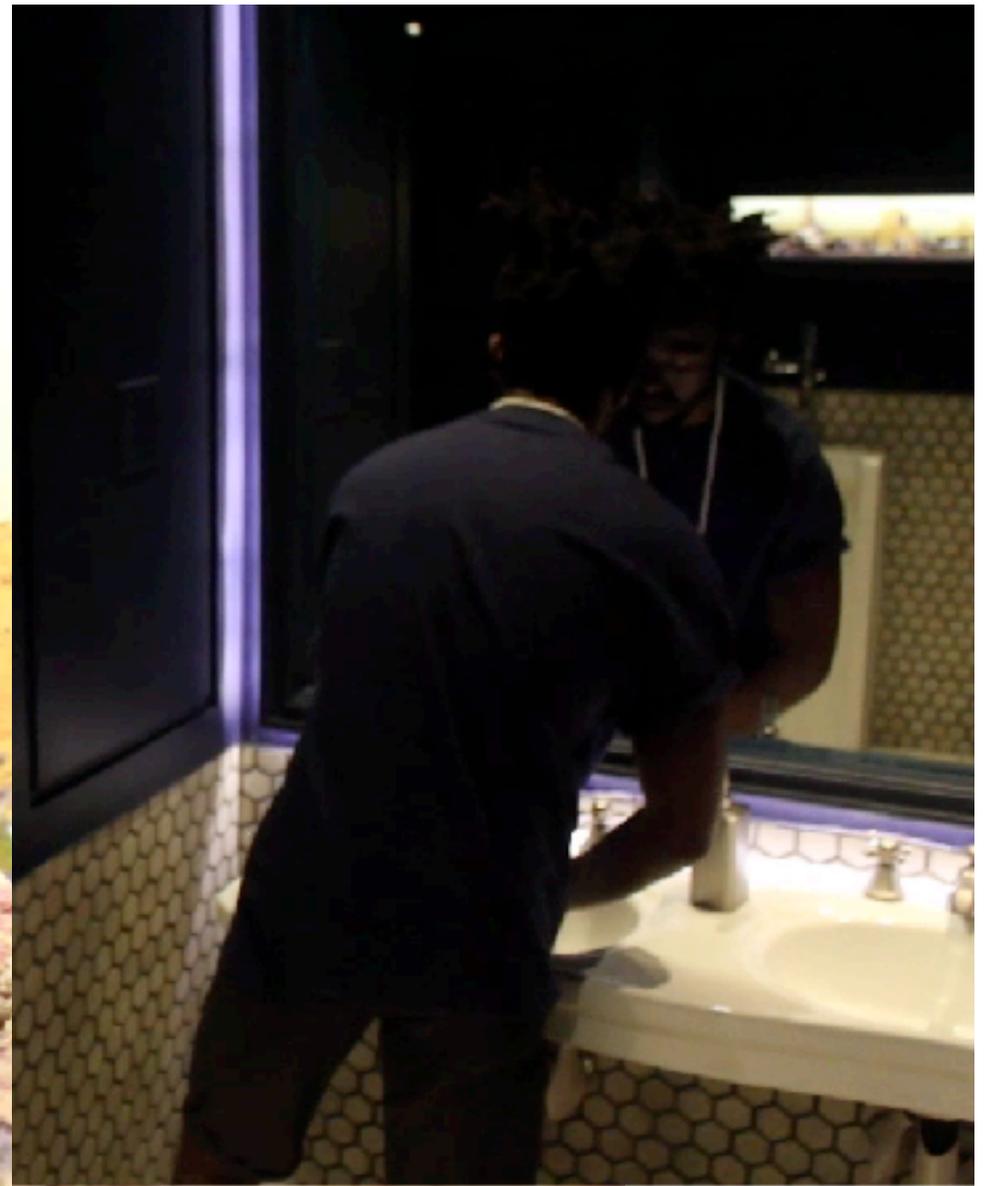
Kaisei Ota

Intro to Video Production

4:30, digital video

Summer 2018

In this final project, I asked a student who was particularly good at editing and camera movement to focus on their videos use of lighting.



The Urinal

Amber Thompson

Intro to Video Art
1 minute, digital video
Summer 2017

From a short-term assignment on camera movement, the student used camera movement and sound to dramatize a slow reveal: this toy/western landscape is actually in a posh club bathroom.