

week 1

text to read + writing assignment

Chapter 4 in Grau Oliver 2003. *Virtual Art. From Illusion to Immersion*.

Do some research on the *old school magic* and find two examples in the *pre-cinema or early cinema* archives that you want to take a closer look at. The examples may be old school or contemporary artworks or projects by artists that you find interesting in connection to the week 1 themes: *Archaeology: magic, early cinema, 'optical unconsoius*.

Read Chapter 4 in Grau's book (sent to you via email). Pick 1-2 points from the text and write about why it/they interest/s you – and why and how it/they seem relevant in terms of production design to you.

You can combine these two, or you can write about them separately. Try to find a connection to your own interests as a production designer – how might these examples serve as a source of inspiration in your work?

The lenght of the text = appr. 3 pages (with font size 12). The main thing is that you orientate yourself into looking at the *old school magic*, and aim to contextualise this finding in the frame of *evolution of things and phenomena that has had (and still has) an effect in the cinematic space*.

Send me the text before Friday –
and we will discuss about it on Friday at 13:00–14:00.

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