

# □□ Course Info

## Links

Course registration page: [polyphaseportal.xyz/video-feedback-with-cameras](https://polyphaseportal.xyz/video-feedback-with-cameras)

## About the course



In this course, students will learn to create real-time visuals using camera feedback, and create recordings of the patterns they generate. We will each develop our own unique setup for generating video feedback patterns by pointing a video camera at a screen. While this method is simple at heart, it's also very sensitive to small changes in conditions, and there are many factors that affect the resulting images, such as:

- the position of the camera in relation to the screen

- to the amount of ambient light in the room
- the settings on both the camera and the screen
- the specific model/type of both camera and screen

We will be working specifically with cameras and screens that support **composite video**, an analog video signal requiring just one simple cable (usually with either a **yellow RCA** or **BNC** connector).

**Some prior experience in working with analog video signals is recommended** for those who take this course, since you will need to provide and operate your own equipment. In an online course, there is a limit to how much tech support we can provide. However, there will be opportunities for troubleshooting guidance and Q&A during each class session.

Due to the nature of this medium, the resulting visual patterns we create will vary. Each student will have a chance to show their own setup and results so that we can all learn from each others' experimentation!

## Materials

Students in this course must have their own materials in order to participate fully. A document containing the full details on what you'll need, and where to find it, will be sent out to everyone who registers.

Materials needed:

- A computer with a web browser installed
- A microphone and a webcam so we can hear/see you in the virtual classroom
- At least 1 video camera **with composite output**
- At least 1 television/screen **with composite input** (this can be a CRT or LCD monitor)
- Cables (and converters if needed) so that you can plug your camera into your screen

Optional but helpful:

- Analog video processors, or analog video mixers with effects
- Prisms, crystals, mirrors, or other reflective/refractive surfaces
- An additional video camera, or a smartphone with a decent camera, for rescanning your output
- Tripods and/or other things to position your camera(s), such as magic arms, gimball heads, and other repositionable mounts

## About the Teacher

[Paloma Kop](#) is a multimedia artist who has been working with video since 2008. They have worked extensively with video feedback in their art practice & live performances, and hosted many in-

person workshops through [Phase Space and Phase Shift](#).

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