

Art 409- Multimedia Design 2

Contact info:

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<http://www.classes.brewerthompson.com/contact>)• Office hours: Tuesdays,
2-4 or by appointment.

Class Website: <http://www.classes.brewerthompson.com>

Class Calendar: <http://ical.mac.com/carathompson/multimedia>

Course Description: Continued studio experience in planning and producing computer assisted, visually driven multimedia messages. Emphasis is placed on the creative use of electronic presentation systems.

Course Objectives: continued development of computer, aesthetic and conceptual skills related to multimedia design. To develop skills in working with a variety of software relevant to multimedia design with an emphasis on the process of design and creative problem solving. Understanding legalities, the ability to plan and organize projects from conception to final prototype.

Course Requirements: Students are expected to participate fully during class time. Out of class time both in lab and outside of the lab will be required to finish assignments.

Topics:

- Development and design
- Hardware :cameras and scanners, video, audio, computer hardware
- Software: :introduction to Multimedia Software (Flash, iMovie, QuickTime Pro, Garage Band, Sound Edit, Director, FinalCut Pro)
- Aesthetics
- Interface design
- Visual organization and communication-information architecture.
- Time-based media (sequence, animation, motion, narrative)
- Typography for the screen
- File formats and compression
- Storage Devices

Required Books

- Flash CS3 Professional Advanced for Windows and Mac.
- Final Cut Pro- by Rick Young ISBN: 0240519256

Attendance: Attendance in class is required. Students are required to be present in class for the entire duration of the class period. Any work that is missed due to an absence must be made up the by the following class period. Missing class does not excuse you from turning in projects on time. It is up to you to get your work to me on time. **More than 3 unexcused absences will lower your final grade one full letter grade. Additional absences may further lower your grade.**

Tardiness: Class starts on time. Repeated tardiness will be accrued as absences and will affect your participation grade.

Project due dates: project dates will be announced for every assignment. **Late assignments** will be graded down up to 10 points for each class it is late. Missing critiques will additionally affect your grade.

Behavior:

All forms of misconduct in the classroom as defined by the provisions in the Student Handbook may result in disciplinary action in the form of one or more sanctions listed in Section 44. When misconduct occurs, the student will meet with the instructor and receive a letter documenting the misconduct and actions agreed upon by both parties, including a warning that further misconduct may cause more severe disciplinary action from the Office of Judicial Affairs.

In addition to guides set forth in the Student Handbook, do not operate equipment, use tools or materials you have not been instructed in. Beepers and cell phones are to be turned off during class time.

Intellectual Integrity on the part of all students is basic to individual growth and development through college coursework. When academic dishonesty occurs, the teaching/learning climate is seriously undermined and student growth and development are impeded. For these reasons, any form of intellectual dishonesty is a serious concern and is therefore prohibited.

The full intellectual integrity policy can found at:
http://www.oswego.edu/administration/registrar/policy_text.html#cp.ii.

Grading criteria:

A: (100-90) Outstanding, dedicated effort, extremely successful work- both in concept and execution. Turned in on time. Sets a standard for other students.

B: (89-80) Good to very good work exhibiting understanding of subject matter; Better than average performance with some evidence of going beyond the basic requirements.

C: (79-70) acceptable work. Assignment shows some potential, but is not (conceptual or technically) carried through fully. Average effort.

D: (69-60) Poor or incomplete work. Minimal effort, marginal understanding.

E: (59 and below) Unacceptable work.. Incomplete or lacking understanding of material.

Supplies:

Datebook/calendar
firewire external hard drive (or USB 2)
strongly suggested: web space and domain
Jumpdrive
cds with cases to turn in completed projects
sketchpad, assorted drawing material

Fees: \$50 lab fee; \$10-20 print fee (optional)

Grade allocation:

•Participation / self direction/ professionalism. Students are expected to be in class and take part in all discussions and critiques. An "A" student will show evidence of self-direction and intellectual curiosity in solving problems and will actively participate in discussions and critiques. An "A" student sincerely challenges themselves on all projects and activities -10%

•Daily assignments, quizzes, progress grades, presentations 10 %

• Major project(s) 80%

Disabilities: If you have a disabling condition which may interfere with your success in this class, please contact the Disabled Student Services (DSS), 210 Swetman Hall, x 3358. Additionally, please see me privately to discuss your accommodations

Projects:

project 1: sound/video interface (25%)

project 2: toybox (explorations) (25%)

project 3: self-directed project(30%)

Common Criteria for turning in projects: all projects must be turned in on cd with your name , class, and project clearly marked on the cd. URL should be marked on the cd as well. Electronic files should be turned in a with all files appropriate for viewing as well as your original Flash file. (typically, this will mean an html file, swf and Flash file Images and sounds used in Flash files should not be included unless they are linked and not embedded). An alias of your URL should be placed on the cd as well.

Cd should be placed in a case with a DESIGNED cover which reflects the project. All projects must be accompanied by a Process Book. A one-page typed critique synopsis should be turned in the class after critique takes place unless otherwise specified.

Process Books :

400 level process books should be bound together in one folder (one PER project). They should include flowcharts, thumbnail, rough sketches and research notes. Notes on hours spent on the project must be included. Turn in a bw screen capture (on one page) showing a few scenes from your project. .

Multimedia: TENTATIVE schedule

Snow happens. Things change. For more up to date and detailed info, check the class calendar at <http://ical.mac.com/carathompson/multimedia>

week 1

classes start. intro.
Final Cut Pro video tutorials

•homework: read intro :Video

week 2 Final Cut Pro :scratch settings, log and capture
Sound manipulation/video

week 3 Interfaces/Intro to as3.

week 4

week 5 Interfaces due

week 6 Toyboxes: proposals for study

week 7 present work

week 8

week 9 Toyboxes due/proposals for project due

week 10

week 11

week 12

week 13

week 14

week 15

week 16

FINALS WEEK: final project presentations