

DD 1190 Digital Imagery II 3 (1-0-2) UT3

Dates: Jan. 10 to April 10, 2000

Times: Monday, 5:00 PM. to 7:50 PM.

Location: L 123

Instructor: Ken HouseGo

Office: L128

Phone: 539-2813

Appointments must be confirmed ahead of time.

Prerequisite: DD1180 or consent of the department

Overview:

Students will become conversant with the Macintosh working environment and software applications: Macromedia Director and Adobe Photoshop. Other software applications may be incorporated into projects based on individual skill sets.

Classes will be in the form of introductory projects and demonstrations concentrating on specific topics relating to basic animation, storyboarding, multimedia and interactivity.

The course will culminate in final portfolio project which will incorporate the fundamental skills from the first part of the course. This project will be a unique Multimedia work that reflects a personal aesthetic perspective or view point. (sound with visuals or vice versa)

Objectives:

Students will :

1. to develop specific computer skills and techniques.
2. continue to develop visual and critical thinking skills pertaining to interdisciplinary applications.
3. continue to develop a basic understanding of the 2 dimensional elements:
4. to develop an awareness of the impact the computer is having on modern society / culture.

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Facilities:

Students are responsible for clean-up of the lab. Good housekeeping is essential.

Food or drinks are not permitted in the computer lab.

Homework:

Projects will be assigned for homework and expected on the date required. Failure to finish projects on time for class critiques will affect student's final evaluation. Students will be expected to invest a minimum of 4 to 6 hours a week in the computer lab.

Criteria for Assessment:

1. The standard of work achieved.
2. Creative and aesthetic quality of the work.
3. The degree of knowledge and understanding of the elements and principles of this particular studio discipline as reflected in the submitted computer images.
4. Progress achieved overall.
5. Overdue assignments will be penalized. Work must be completed within 10 days of original deadline or failure to do so will constitute a 0" grade. (as per Department policy)
6. Professional Orientation as indicated by commitment, and involvement in collective and individual critiques, completion of assignments, meeting deadlines, time spent additional to class hours, and attitude.

More than 10% absenteeism may constitute a failure except for medical or extenuating circumstances in which case a doctor's letter will be required.

Assessment and Grading:

1. Mid-term:
40% Mid-term (Portfolio of assignments)
2. End Grade:
45% End-term (Portfolio of assignments)
3. QUIZ
5% On going through out the course.
4. 10% Participation

Required Text:

Director 7.0 for the Macintosh Quick Start Guide, 1999, \$30.00.
by Andre Persidky

References:

Appropriate manuals for software applications and hardware.

Materials:

Estimated costs approximately \$60.00 for three Zip Cartridges It is highly recommended that you make a back up all copies of your work final and work in progress.

Important Notes On Back

DD1190 Digital Imagery II, Over View

Animation and Interactivity

- Samples of students works
- Download Samples for study

Introduction to Macromedia Director

- Hands On
- Menus, Toolbar, Control Panel, Cast, Stage, Paint, Text, Tool Palette
 - Score: -playback head, cell, sprite, tempo, transition, sound, marks, scripts
 - inks and blends

Project 1:

- Traditional Drawing Animation
- Addition of Background sound
- Addition of interactive sound (Clickable and rollover)

Project 2:

- Photo Image Animation techniques using Photoshop
- Film loops
- Tweening Sprites, size, position and blends
- Transforming Sprites
- Movement paths

Project 3:

- Storyboard Analysis
- Of a movie trailer, Comparative Study

Project 4:

- Interactive Animation from an Alternative Viewpoint
- Combination of Traditional Drawing and Photo image Techniques
- Introduction to behaviors and lingo in Director
- Creation of a Projector

Project 5:

- Interface Design, Portfolio Project
- Theme or Metaphor
- Navigation Principles and Concept Map
- Buttons up and down states and rollovers
- Final Critique on Interactive Portfolio

Note: Modifications may take place.