

**VISUAL ARTS, FOUNDATION
COURSE DESCRIPTION**

Course Title: DD 1190 Digital Imagery 2D II 3(1-0-2)

Dates:

Class Time:

Class Location:

Instructor:

Office:

Phone:

E-mail:

Prerequisite: DD 180 or consent of the Department

Calendar Description: Application of two-dimensional art elements applied to time base and interactive digital media drawing, storyboards, animation, image manipulation, colour, sound and interface desing using appropriate software. This course is an introduction to the principles and the techniques for digital media with an emphasis on visual design and creative image solutions.

Course in Perspective: This course is a continuation of two-dimensional digital studies with a focus on creative story telling and narration using a time-based medium. DD 1190 is an introductory level course about the basics of storyboards, animation, interface design and the creations of interactive multi media. The primary applications used in the course will be Adobe Photoshop, Sound Edit and Macro Media Director. Other appropriate software will be introduced as required.

Required Texts: **Director 8 for the Macintosh and Windows Quick Start Guide**, 2000, by Andre Persiksy about \$30.00.

Assignments: 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 four to six hours a week in the computer lab.

Objectives: Students will:
1. Continue to learn the basic principles and elements of two-dimensional design.

2. Continue to develop visual and critical thinking skills pertaining to interdisciplinary applications.
3. Learn the basics of story boarding, hand drawn animation and interface design.
4. Develop the visual computer skill and techniques for effective multi media presentations and communications.

Criteria for Evaluation:

1. The level of creativity and craftsmanship demonstrated.
2. The degree of knowledge and understanding of the elements and principles of two-dimensional.
3. Portfolio/work presentations will be required throughout the course.
4. Overdue assignments will be penalized 10% per day. Work must be completed within seven days of original deadline or failure, **may constitute a “0” grade.**
5. 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.’
6. Students late for a quiz will have a five-minute grace period afterwards they will receive a grade of zero and not be allowed to write.

More than 20% absenteeism may constitute a failure expect for medical or extenuating circumstances (in which case a doctor’s letter will be required). Lateness will be noted. Absences must be accompanied by a doctor’s note.

Assessment and Grading:

A. Final Grade:

80% Class and Home Assignments
 10% Quiz and or Worksheets
 10% Participation

B. Mid-Term:

A number grade based upon assignments completed. Mid-term may be an indicator grade only for the student’s reference on his/her performance in this course.

There will be a number of quizzes, closed book and take home throughout the course.

Materials, Supplies:

Zip Cartridges 3 (\$60.00). It is highly recommended that you make back up copies of your work, final work and progressive stages of development.

Notes:

Unless otherwise directed by the instructor, all work produced for the course must be retained until after the final assessment at the end of the term.

The Fine Arts Department will not assume responsibility for lost or stolen portfolios or for lost files on the lab computers and servers.

Overview:**Hands On Introduction to Macro Media Director**

- Interface exploration and concepts behind the application (actors, cast &)
- Menus, Toolbar, Control Panel, Cast, Stage, Paint, Text, Tool Palette, Library and Property Inspector.
- Score – playback head, cell, frame, sprite, tempo, transition, sound, markers, scripts.
- Inks and blends.

- Examine animations works by past students.
- Download samples for study, from simple to progressively more complex.

Storyboard Analysis, (two or three)

- Using selected movie trailers, short animations or narrations.
- Selection from a set of works.
- And a specific instructor chosen work that uses various techniques to unify and bridge parts of the work sample.

Animation Techniques for Bitmap and Vector

- Film loops.
- Tweening Sprites, size, position and blends.
- Transforming Sprites.
- Movement along paths.
- Behaviours.

Traditional Drawing Animation

- Storyboards, introduction, event, conflict and conclusion.
- Employing techniques or repetition and bridging sequences.
- Angles, close ups, pans & ...
- Addition of Background sound.
- Addition of interactive sound (mouse down and rollover).
- Creation of Splash Screens and Credits.
- Introduction to behaviours and lingo in Director.

Narration Animation

- Based on personal writing project – Image Scape/Poem/Thought Landscapes.
- Story boards, introduction, event conflict and conclusion.
- Combination of traditional drawing, photo image techniques, vectors quick times movies and sound.
- Creation of a Projector or Shock Wave Film.

Interface Design, Portfolio Project

- Theme or Metaphor.
- To include images of various traditional and digital media.
- Navigation Principles and Concept Map.
- Buttons up and down states and rollovers, and other states.

Note: This is a rough overview and may not be followed item by item; new topics may be added and or modified depending on the student levels of success.