



DEPARTMENT OF FINE ARTS

VISUAL ARTS, FOUNDATION COURSE DESCRIPTION

Course Title: DD1190 A3 3(1-0-2) UT
Dates: January 4 – April 14, 2004
Class Time: Tuesday and Thursday 8:30 a.m. – 9:50 p.m.
Class Location: Design Studio 1

Instructor: Ken HouseGo
Office: DS 130
Phone: 539 – 2813
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Prerequisite: DD 1180 or consent of the Department

Transfer: Athabasca ARTT 2xx (3)
Kings UC ARTS 2xx (3)
U of L FA 2xxx (3)
Concordia UC Arts 1xx (3)
U of C Jr. FINA (3)

U of A ART 1xx (3)

U of A — Credit only in BA and BED programs.

A maximum of 6 units of courses weight credit may be granted from DD 1160,1170,1180,1190,2180,2190,2260,2270,2280 and 3705 in the BFA/BDes program only. Student must also have credit in GPRC's Ar 1360 and 1370 when used for credit in the BFA(Art and Design) or BDes programs.

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 design using appropriate software. This course is an introduction to the principles and techniques for digital media with an emphasis on visual design and creative image solutions.

DD 1190 Digital Imagery II

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:	<u>Director 8 for the Macintosh & Windows Quick Start Guide</u> , 2000, by André Persiksy about \$30.00
Assignments:	<u>Homework:</u> 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: <ol style="list-style-type: none">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 communication
Criteria for Evaluation:	<ol style="list-style-type: none">1. The level of creativity and craftsmanship demonstrated.2. The degree of knowledge and understanding of the elements and principles of two-dimensional.3. Assignments / work presentations will be required throughout the course.

Criteria for Evaluation:

Continued:

4. Overdue assignments will be penalized 10% per day. Work must be completed within ten days of original deadline. **After 10 days you will receive a zero grade.**

5. Professional Orientation/Participation 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 5-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 except 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 doctors note:

Assessment and Grading:**A. Final Grade:**

85% Class and Home Assignments

5% 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 number of quizzes, close book and take home throughout the course.

Materials, Supplies:

Back up CD's (\$20.00) It is highly recommended that you make a 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 server

Over View: DD 1190 Digital Imagery II, Winter 2005
Animation and Interactivity

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

Story board Analysis, (two)

- 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
- Behaviors

Traditional Drawing Animation

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

Narration Animation

- Based on a personal writing project
— Image Scape /Poem/ Thought Landscapes
- Story boards, introduction, event, conflict and conclusion

- Combination of t traditional drawing, photo image techniques, vectors, quick time movies and sound
- Creation of a Projector or ShockWave File

Interface Design, Portfolio Project

- Theme or Metaphor
- To included 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.

