

## VISUAL ARTS, FOUNDATION COURSE OUTLINE

**Course Title:** DD 2180 Time Based Multimedia I 3(3-0-3)  
**Dates:** Fall 2001  
**Class Time:** Tuesday and Thursday 2:30 – 5:30 p.m.  
**Class Location:** DD Studio One

**Instructor:** Ian Forbes, BFA, MFA  
**Office:** Office, Studio A or DD 129  
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**Prerequisite:** DD 1190 and AR 1370 or AR 2430

**Course Description:** An exploration of aesthetics of time-based arts and technology as applied to the Visual Arts. This is a studio course that will focus on using and responding to traditional and new media tools for visual communication.

**Course in Perspective:** Time-based Multimedia I is a studio based course that is primarily concerned with the use of time in visual communication. The goal of this course is to expand the vocabulary students have acquired in DD 1190, and apply those principles to a wide variety of time-based media projects that explore the concept of narrative. This is a project-orientated class whose emphasis is on creativity and teamwork. Students are expected to be able to work in a professional and courteous manner. This class is devoted to the development of skills necessary to succeed as a career professional. It is not a software training course. As in future professional situations students are expected to learn how to learn software, on the fly, with a deadline, and in a group.

**Required Texts:** Multimedia: From Wagner to Virtual Reality. Edited by: Randall Packer and Ken Jordan. 2001, W.W. Norton & Co. New York.  
Visual Quickpro Guide: Final Cut Pro for Macintosh. Lisa Brenneis. 2000, Peachpit Press, Berkeley, CA.

**Objectives:** Students are expected, in this course to:

1. Demonstrate an understanding of the uses of time in a variety of visual media which may include, but are not restricted to, combinations of the following:
  - Video
  - Animation 2D/3D
  - Installation

- Performance
  - Multimedia, combinations of the above
2. Identify and apply fundamental principles of composition (harmony, balance, rhythm, repetition, dominance, variety) to time-based media using the elements of visual communication (line, shape, value, texture, size and colour) and the grammar of visual communication.
  3. Demonstrate an understanding of time-based media in the context of the history of modern and contemporary art and culture.
  4. Work effectively in groups to realize project goals and develop skills.
  5. Develop confidence and competence in the verbal and written discussion of these topics as demonstrated in class discussion, through journal observations and in written analysis of time-based media.
  6. Lab work: students maybe required to do extra lab work outside the normally scheduled class time for example: watching a movie in the library.

<b>Criteria for Evaluation:</b>	<ol style="list-style-type: none"> <li>1. The level of creativity and craftsmanship demonstrated.</li> <li>2. The degree of knowledge and understanding of the elements and principles of this studio discipline.</li> <li>3. Portfolio presentations will be required throughout the duration of this course.</li> <li>4. Overdue assignments will be penalized 10% for each day late up to a maximum of 10 days (100%).</li> <li>5. Demonstration of a professional attitude, indicated by enthusiasm, commitment, involvement and flexibility in collective and individual critiques.</li> </ol>
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<b>Assessment and Grading:</b>	Class assignments (include journal) 40% Final portfolio: 50% Class Participation: 10%
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<b>Materials, Supplies:</b>	CD-R to back up computer files Mini DV Tapes (as required) Notebook for journal entries
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<b>Note:</b>	- Students can expect to put in a minimum of six (6) hours per week on out-of-class work (that was minimum, as in least amount expected, meaning you should expect to put in a lot more). - Assignments are expected on the date required. Failure to complete projects on time for class critiques will effect the student's final evaluation.
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#### Absenteeism

- More than 20% absenteeism from class will result in the student being asked to leave the class. Further, if students fail to complete and submit 85% of grade requirements of the term mark they will not be allowed to complete the course. In such a case, the student will automatically receive a failing grade of DB (debarred). See page 33 of the 2001/2002 Calendar for more information.

#### Overview

Week One: Introduction to time based narrative structure.

Week Two: Introduction to how to watch time-based media.

(Film watched *E.T. the extraterrestrial*.)

Week Three: Critique of first extended analysis. (Plot analysis, story outline, key scenes, mise-en-scene, etc. of E.T.)

Week Four: Further study of narrative structure of time-based media. (Visual story telling analysis of Toyota commercial: story board and plot analysis).

Week Five: Further study of narrative structure and time-based story telling. (*Battleship Potemkin*).

Week Six: Introduce the big analysis project. (Study of *Vertigo*, script and film, plot analysis, scene analysis, story board key scene, analysis of reviews, etc.).

Week Seven: Intro to First time-based project. (Assign groups introduce concept VW spoof commercial. Script and story board assigned).

Week Eight: Intro to camera, lighting and filming.

Week Nine: Introduce final project: assign story board and script idea. (Screen La Jetee)

Week Ten to end of term: Production.