

MAR 06 2001

**Grande Prairie Regional College
Department of Fine Arts**

Interactive and Digital Design

**DD 2180 3 (3-3) Lab varies, UT (3)
Interactive Multimedia I**

- 1. Instructor:** Ken Housego
Office: L128
Phone: 539-2813
Appointments must be confirmed ahead of time.
- 2. Location:** L123
Monday and Wednesday,
2:30 to 5:20 pm.

3. Description

This course is an introductory studio course that will explore of the emerging disciplines of Multimedia and Interactivity, as it applies to a *Fine Arts Compact Disc* product.

Students will become conversant with the Maintosh 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, stroyboarding, 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 of the student (sound with visuals or vise versa) The final project (copy) will be retained by the department for future reference and teaching.

Emphasis will also be placed on the theoretical and conceptual implications of technology through the introduction of various discussion.

4. Prerequisite DD1180 / DD1190

5. Required Text

Director of the Macintosh and windows
Visual Quick Start, Peachpit Press

6. Course Objectives

Students will:

- a) Develop skills in the use of specific computer applications.
- b) Explore the technology to build their own personal vocabulary for a multimedia expression.
- c) Examine the philosophical and aesthetic implications of the new technology.

7. Evaluation

- a) Assignments 60%
- b) Quiz 5%
- c) Major Portfolio Project 25%
(with project management summary and developmental work)
- d) Participation 10%

Overdue assignments will be penalized. Work must be completed within 7 days of original deadline or failure to do so will constitute a 0" grade. (as per Department policy)

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

Important Notes on Back

Students will be expected to invest a minimum of four to six hours a week out of class.

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.

All scanned images used in any project must be submitted in a plastic slip cover at the same as the digital file

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ALL WORK IN PROGRESS MUST BE REMOVED FROM THE HARD DRIVE AFTER YOUR WORK SESSION AND STORED ON A ZIP CARTRIDGE. THE HARD DRIVE IS FOR WORK SESSIONS ONLY.

COMPUTER HARD DRIVES WILL BE CLEANED ON A REGULAR BASES.
(YOUR WORK WILL BE TRASHED)

DD2810 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:
- Storyboard Analysis
 - Traditional Drawing Animation
 - Addition of Background sound
 - Addition of interactive sound (Click able and rollover)

- Project 2:
- Storyboard Analysis
 - 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:
- Storyboard Analysis
 - 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:
- Concept Map
 - 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.