



GPRC

# DEPARTMENT OF FINE ARTS

## VISUAL ARTS, DIGITAL DESIGN COURSE OUTLINE

APR 03 2002

### DD 2190 TIME-BASED MULTIMEDIA II

**Course Title:** DD 2190 Time-Based Multimedia II 3(3-0-3) UT Pending  
**Dates:** Fall 2001  
**Class Time:** Tuesday and Thursday 2:30 PM to 5:20 PM  
**Class Location:** DD Studio One

**Instructor:** Ian Forbes, BFA, MFA  
**Office:** Office, Studio A or DD 129  
**Phone:** (780) 539 2835 or (780) 539 2447  
**E-mail:** iforbes@gprc.ab.ca

**Prerequisite:** DD 2180

**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 II 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 2180, and apply those principles to a wide variety of time-based media projects that explore the concept of narrative. This is a project-oriented 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 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. Focus will be on the context of multimedia, its history and antecedents, and on the realization of a major multimedia project.

**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 may be required to do extra lab work outside the normally scheduled class time for example: watching a movie in the library.

**Criteria for Evaluation:**

1. The level of creativity and craftsmanship demonstrated.
2. The degree of knowledge and understanding of the elements and principles of this studio discipline.
3. Portfolio presentations will be required throughout the duration of this course.
4. Overdue assignments will be penalized 10% for each day late up to a maximum of 10 days (100%).
5. Demonstration of a professional attitude, indicated by enthusiasm, commitment, involvement and flexibility in collective and individual critiques.

**Assessment and Grading:**

Class assignments (includes journal) 40%  
Final portfolio: 50  
Class Participation: 10%

**Materials, Supplies:** CD-R to back up computer files  
Mini DV Tapes (as required)  
Notebook for journal entries

**Note:**

- 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.

**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 Wagner to Virtual Reality introduction of the production. Review of last semester.

Week Two: Continue readings/worksheets. Begin group pre-production work.

Week Three: Continue readings/worksheets. Pre production review.

Week Four: Continue readings/worksheets. Some groups begin production (depending on task).

Week five: Continue readings/worksheets. Production.

Week Six: Continue readings/worksheets. Production.

Week Seven: Production.

Week Eight: Production (reshoots and extra filming)

Week Nine to End of term: Post production putting finished product together.