

car231: Intro to multimedia

Fall 2005 Syllabus

Monday Mornings:
8:30AM – 12:30 PM

Classroom:
221 Shaffer Hall

Instructor: Rebecca White

Email: rwwhite@syr.edu

Class Website:
web.syr.edu/~rwwhite/231

Office: 012 Shaffer Hall

Office Hours: 1PM – 2PM
Thursday Afternoons

Class & Lab Policies

Absolutely NO food or drink in the computer lab.

Reconfiguring the system on any computer can result in dismissal from the course.

NO surfing the Internet, checking emails, or IM-ing during class.

NO non-class materials should be loaded into the computers, including IM software.

Failure to comply with class policies will result in dismissal from the classroom.

Course Description and Objectives

Introduction to Multimedia explores the use of digital software and applications as a tool for art making. This is a studio course focusing on the fundamentals of the most common applications used by digital media artists, including: Photoshop, Flash, and Dreamweaver. The computer will be explored like other art media and will serve as a tool for creation. Although there is a strong technical introduction to multiple software applications, an emphasis will remain on the production, development and design of creative work. Students are encouraged to explore areas of interest, new media theory, and new techniques throughout the course.

Classes will be conducted in the computer lab to allow for “hands on” and interactive learning. Class lectures will include demonstrations, exercises, tutorials, discussions, technical exploration, aesthetic inquiry and historical information relevant to computer art. The course will be broken into two parts: the first ten weeks will be in a workshop format with small short-term creative projects; the final five weeks will be reserved for one large creative project that utilizes and develops the skills developed in the first part of the class. Throughout the class students will have the opportunity to learn from one another during formal and informal critiques-- discussions on earlier projects will focus on process, technique and concept, discussions on later projects will focus on concept and execution.

Topics covered in the first ten weeks include bitmapped graphics, vector graphics, image manipulation, animation, multimedia and the web. The final five weeks will be spent putting a project together from start to finish both conceptually and technically. Students will continuously interact with one another, get feedback from one another and learn from each other. Additional workshops on advanced techniques will be added based on the need and interest of students for their final projects.

By the conclusion of the course students will have a strong technical foundation of the purpose, practice and methods of a wide array of software applications. Students will also begin to develop an intuitive relationship with computers as an artistic tool and be able to utilize various techniques and methods in their own work. Students develop a technical foundation strong enough to find and utilize material on advanced techniques. Students will also become familiar with the recent practice and history of digital/computer art and will begin to develop their own ideologies and purpose within the scheme of computer art.

Expectations

Students are expected to be present and on time. Students should come to class prepared with needed materials and have completed ALL readings, assignments and projects. Students are expected to engage in classroom activities, discussions and critiques. Every student is responsible for material covered in class, whether present or not. I am available for extra help on material that may give you particular trouble. Please get help sooner than later, techniques, topics and workshops build upon one another.



Resources:

Class Website:

web.syr.edu/~rwwhite/231

All assignments, notes, tutorials, syllabus can be found here.

Class Server:

cgr.syr.edu
user: courses
231-1<resources

In here you can find examples, additional tutorials and links to websites.

Blackboard

blackboard.syr.edu

Use your SYR NETID & Password to login.

Click on the link to CAR231.

Under the communications tab you will find a class discussion board where you can ask questions and get feedback from each other.

Under tools you can view your grades.

Extra Help

Come see me during my office hours, email me questions or to schedule an appointment.

If you want additional one-on-one help consider a tutor from the Learning Resource Center. An advanced student from CAR is available—ask me for more information if you are interested.

Print

Check the website for a full bibliography of great print resources.

Internet

Check the website for a full bibliography of great websites full of tutorials and information about the programs we will tackle in this class.

Each week you will be given an article, artist or website to read, research or look at. I ask that you log into blackboard by 4pm on Sundays to post your response to that material.

Materials

1. Please have CD-Rs, a USB Drive or External Hard Drive to back up your digital work. Work *WILL* be erased from lab computers regularly. You may store work on the server, however if the server crashes you are responsible for any work you may have lost.
2. One sketchbook, sketch portfolio and/or notebook to document your creative process and take notes from lectures and demonstrations.

Attendance and Participation Policy

Attendance is mandatory. There is a lot to cover during the semester and your absence will largely affect your success. Arriving late or leaving early (without permission) will count as one absence. Four (4) absences will earn an F for the course, NO EXCEPTIONS.

Deadlines and Late Work

You are responsible for the material, discussions and assignments of every class, whether you are there or not. At least a week's notice will be given to any changes in the schedule or due dates. Deadlines are firm. Late work will be reduced a letter grade for each week that it is late.

Formal Critiques

Critiques are imperative for every artist whether they are just starting out or already established. Class critiques provide a forum for us to share our ideas, defend our work, be exposed to new ideas and diverse ideas, and provide us the opportunity to develop our work and learn from our peers. Participation and attendance of every class member is critical to the success and effectiveness of critique. The critique experience is impossible to make-up or replace, therefore, failure to participate will affect your grade.

Grading

Technical & Workshop assignments (the first ten weeks of school) will count towards 60% of the final grade, and final projects the remaining 40%.

Grading Equivalencies	Grade Break Down	
A 94-100	6 Mini-Projects (8pts/piece)	48
A- 90-93	3 Exercises (4pts/piece)	12
B+ 87-89	Weekly Responses	10
B 84-86		
B- 80-83	Total Technical/Workshop	60
C+ 77-79		
C 74-76	Concept Develop. & Presentation for Final	10
C- 70-73	Final Project	20
D 65-69		
F 0-65	Total Final Project	30

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Week 1	8/29/05	In Class: Syllabus, Paint Brush Tool, Gradient, Selections, Photoshop Tennis. Home: Painting in Photoshop (Mini-Project 1)
Week 2	Labor Day NO CLASS	Home: Reading – Scanning & Taking Digital Photographs, Resolution. Scanning Tutorial (Exercise 1)
Week 3	9/12/05	In Class: <i>Mini-Critique</i> ; Color Correction, Layers, Actions, Text, Montage Techniques. Home: Photo Montage Inspired by a Piece of Writing (Mini-Project 2)
Week 4	9/19/05	In Class: <i>Mini-Critique</i> ; HTML Intro. Home: Create an Image ONLY Using HTML (Mini-Project 3)
Week 5	9/26/05	In Class: Dreamweaver Intro- Tables, Importing Images, Links, Photoshop & the Web, Flow Charts. Home: Create Image Based Splash HTML page for online portfolio—create a place holder for animated button (hint: file should be saved as index.html) (Exercise 2)
Week 6	10/3/05	In Class: Windows, Rollovers, Templates, CSS. Home: Create 5 Page Portfolio Website w/Flow Chart (Use splash page from last week) (Mini-Project 4)
Week 7	10/10/05	In Class: <i>Mini-Critique</i> ; Flash Intro, Drawing in Flash, Importing & Working with Bitmaps, Motion & Shape Tweens, Motion Paths. Home: Linear Animation (Mini-Project 5)
Week 8	10/17/05	In Class: <i>Mini-Critique</i> ; Buttons & Movie Clips, Basic Actionscripting, HTML Buttons. Home: Animated button & Place in Splash Page (Exercise 3)
Week 9	10/24/05	In Class: Actionscripting Challenge, Home: Non-linear Animation (Mini-Project 6)
Week 10	10/31/05 Halloween	In Class: <i>Mini-Critique</i> ; Managing Multimedia; How to find and use Tutorials on Advanced Techniques; Storyboarding; Flow Charts; Using Multiple Tools Together; View Current Projects in Computer Art. Home: 3 Concepts- Full Sketches & Flow Charts (Part 1 Final Project)
Week 11	11/7/05	In Class: Concept Development Groups; More on Contemporary Computer Art; Demonstrations, Work on Projects. Home: Full Storyboards, prepare presentations (Part 2 Final Project)
Week 12	11/14/05	In Class: <i>Pitch Ideas</i> , Demos. Home: Projects (Part 3 Final Project)
Week 13	11/21/05	In Class: Demos, Work on Projects. Home: Projects (Part 3 Final Project)
Week 14	11/28/05	In Class: Demos, Work on Projects. Home: Projects (Part 3 Final Project)
Week 15	12/5/05	In Class: <i>Critique</i>