

4D Concepts: New Media: Time Based Media

ART 2932c Time Based Media

This course provides an introduction to the basic practices of time based media, including animation and video, with emphasis on narrative, planning of action, and sequencing of images. Basic production techniques, project planning, linear and non-linear narrative, and the integration of various media to explore the possibilities of time based experiences are fundamental components of this course. Students will learn about basic production techniques, project planning, and concepts integral to video and animation. This course is for the student interested in beginning to use video and animation as an expressive and communicative art form in conjunction with other media. Aesthetic, technical, historical and conceptual issues will be addressed through lectures, demonstrations, exercises, projects, and readings. Students are evaluated based on their contribution to the class discussions, critiques, and technical proficiency with various media.

OBJECTIVES:

Students will demonstrate understanding of the following principles and techniques through studio assignments:

- Four-dimensional Imaging Concepts and Terminology
 - Aesthetics
 - Motion
 - Duration
 - Pacing/Tempo
 - Montage
 - Sequence
 - The Narrative/Storyline
 - Animation
 - Interactivity
- Application of software for time based media (students are expected to obtain an intermediate knowledge of Macromedia Flash and iMovie or other related software)
- Research Methods and Project Development

TOPICS:

An introduction to historical references, background, and contemporary concepts of video and animation
Project Planning (including storyboarding and organizing clips)
Basic Video Camera Use
Framing & Composition (including panning, close-ups, landscape)
Lighting
Professional Production Techniques (fps, sizing for output, video and audio capture, photo import and animation of still images)
Simple transitions
Use of typography and graphics in animation
Morphing elements
Narrative Theory
Integration of video and animation

TEXT:

Textbook: Launching the Imagination Comprehensive (2-D, 3-D and 4-D) with CD-ROM by Mary Stewart

10 GB Flash Drive (Mac Compatible) minimum with fire wire, for storage of projects

