

CSCI E-11 Digital Multimedia Art (22124)

Roy Pardi, MFA, Artist, Multimedia developer
Wednesday, Jan. 30, 5:30-7:30 pm, 53 Church Street, Room 104.
Optional sections Wednesday, 7:35-8:35 pm.

Course Description

This course examines the history, theory, and practice of digital multimedia as an art form. We investigate the current state of multimedia art practice through the work of numerous artists and theorists. The emphasis is on understanding the medium and finding intelligent and effective solutions to art-making problems. In the process, students receive a thorough exposure to timeline-based authoring and basic Actionscript programming in Adobe Flash. Collaboration is encouraged, and students are expected to share knowledge and expertise. Evaluation is based on participation in discussion and critiques, presentations, and quality of artwork produced. The software tools used are Adobe Flash, Adobe Photoshop, along with various sound and graphics editing programs. Prerequisite: experience with the Macintosh or Windows operating systems.

This course is intended to explore the use of multimedia, and in particular the Flash software tool, as an expressive medium. To facilitate this and gain fluency in the medium there will be weekly assignments - “sketches” – which focus on roughing out simple ideas using a limited subset of the Flash capabilities..

Required Text:

Sams Teach Yourself Adobe Flash Cs3 Professional in 24 Hours

Phillip Kerman

Sams Publishing

ISBN13: 9780672329371

ISBN10: 0672329379

Book support site (examples files, errata, appendixes):

<http://www.phillipkerman.com/teachyourself/>

Additional Readings Available Online:

Multimedia: From Wagner to Virtual Reality web site

<http://www.artmuseum.net/w2vr/contents.html>

Defining Digital Multimedia by Ken Jordan

http://nothing.org/netart_101/readings/jordan.htm

<http://www.kenjordan.tv/>

Additional online readings to be announced

Additional Learning Resources:

Actionscript Programming:

Beginner/Intermediate:

Foundation ActionScript for Flash 8

By Kristian Besley, Sham Bhangal, Eric Dolecki, David Powers

<http://www.friendsofed.com/book.html?isbn=1590596188>

<http://www.amazon.com/Foundation-ActionScript-Flash-8/dp/1590596188>

Advanced

Essential ActionScript 3.0

Colin Moock

ISBN 10: 0-596-52694-6

ISBN 13: 9780596526948

Author's web site: <http://www.moock.org/>

General Flash Tutorials:

<http://flash-creations.com/notes/>

<http://www.kirupa.com/developer/flash/index.htm>

Schedule

Week 1 1/30

Introduction

- Review of course goals and objectives
- Readings
- Assignments
- Grading
- Software tools.

Overview of Flash

- Timeline vs. Programmatic Control
- The Flash Interface
- MovieClips & Symbols
- Drawing Objects

Reading for next week:

Chapters 1, 2, 3 in Flash CS3/24 Hrs.

Defining Digital Multimedia by Ken Jordan

http://nothing.org/netart_101/readings/jordan.htm

<http://www.kenjordan.tv/>

Week 2 2/6

Developing Graphics for Animation and Interactivity

Animation Techniques in Flash

Publishing and Uploading Your Work

Reading for next week:

Chapters 4, 5, 6 in Flash CS3/24 Hrs.

Review the web site:
Multimedia: From Wagner to Virtual Reality
<http://www.artmuseum.net/w2vr/contents.html>

Week 3 2/13

Lecture: Defining Multimedia
Lecture: A Short History of Multimedia

Reading for next week:

Chapters 7, 8, 9 in Flash CS3/24 Hrs.

Week 4 2/20

Advanced Flash Animation Techniques
Using Video in Flash
Using Sound in Flash

Reading for next week:

Chapters 10, 11,12, 13 in Flash CS3/24 Hrs.

Week 5 2/27

Programming Overview

- Introduction to Programming Concepts
- Algorithmic Thinking
- Pseudo Code

Actionscript I

- Syntax and scripting within Flash
- Timeline Navigation
- Simple Buttons

Reading for next week:

Chapters 14, 15,16 in Flash CS3/24 Hrs.

Week 6 3/5

Actionscript II

- Controlling the properties of movieClips
- Programming Sound and Text

Week 7 3/12

Actionscript III

- Simple Game Programming
- Programming Pong

Week 8 3/19

Advanced Scripting for Interactivity

SPRING BREAK 3/26 - No Class

Week 9 4/2

Actionscript IV

- Using External Data
- Arrays

Week 10 4/9

Actionscript Review

Reading for next week:

Chapters 19, 20, 21 in Flash CS3/24 Hrs.

Week 11 4/16

Flash Project Development

- Advanced Publishing
- Optimization
- Project Architecture

Week12 4/23

Flash off the Web

- CD-ROM development
- Flash for Installation
- Flash Control of External Devices
- Camera & Microphone

Week 13 4/30

Dynamic Content:

- The Drawing API
- The Imaging API

Week 14 5/7

One on one help with final projects

Week 15 5/14

In class presentations of final projects

Assignments and Grading

- Readings and participation in class activities (20%)
- Sketches (40%)
- Final Project (40%)

Original Work and Fair Use of 3rd Party Source Code

There are many excellent examples of Actionscript source code to be found in the course text and on the Internet. I encourage you to examine and work with these examples in order to better understand coding practices and approaches. It is critical however that these examples not simply be copied and used in your projects. In cases where you incorporate or adapt a programming concept or method from a 3rd party source you are responsible for citing a reference to that source. In all cases you are responsible for being able to explain your code in detail. Failure to cite a reference and/or be able to explain your code will result in zero credit for the project.

About Flash Versions

You need Flash 8 or higher to do the work in this course. Flash 8 is what is provided in the labs on campus, so you can do all of your work in the labs. If you have your own computer I strongly recommend that you download the 30 day trial version of Flash: <http://www.adobe.com/products/flash/>.

Please Note: This syllabus remains subject to revision until the beginning of the course.. (12/3/07)