

## **CSCI E-11 Digital Multimedia Art (22124)**

Roy Pardi, MFA, Artist, Multimedia developer

Wednesday, Jan. 31, 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 Actionscript programming in Macromedia 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 Macromedia Flash, Adobe Photoshop, along with various sound and graphics editing programs. Prerequisite: experience with the Macintosh or Windows operating systems.

### **Required Text:**

Sams Teach Yourself Macromedia Flash 8 in 24 Hours

Phillip Kerman

Sams Publishing, ISBN: 0672327546

### **Recommended Text:**

Sams Teach Yourself Flash MX ActionScript in 24 Hours

Gary Rosenzweig

Sams Publishing, ISBN: 0672323850

### **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://nothing.org/netart_101/readings/jordan.htm)

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

Additional online readings to be announced

### **Schedule**

#### **Week 1      1/31**

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 8/24 Hrs.

*Defining Digital Multimedia* by Ken Jordan

[http://nothing.org/netart\\_101/readings/jordan.htm](http://nothing.org/netart_101/readings/jordan.htm)

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

Assignment: My Funny Valentine

### **Week 2      2/7**

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 8/24 Hrs.

Review the web site:

*Multimedia: From Wagner to Virtual Reality*

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

### **Week 3      2/14**

Exhibit: My Funny Valentine Projects

Review Issues with Project 1

Lecture: Defining Multimedia

Lecture: A Short History of Multimedia

Project 2 Assigned: Interactivity (Due 3/14)

### **Reading for next week:**

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

### **Week 4      2/21**

Advanced Flash Animation Techniques

Using Video in Flash

Using Sound in Flash

### **Reading for next week:**

Chapters 10, 11,12, 13 in Flash 8/24 Hrs.

**Week 5      2/28**

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 8/24 Hrs.

**Week 6      3/7**

Actionscript II

- Controlling the properties of movieClips
- Programming Sound and Text

**Week 7      3/14**

Project 2: Interactivity Exhibit

Actionscript III

- Simple Game Programming
- Programming Pong

Project 3: Hypertext Assigned (Due 4/11)

**Week 8      3/21**

Actionscript IV

- Intro to Classes
- Using Listeners

**SPRING BREAK 3/28 - No Class**

**Week 9      4/4**

Actionscript V

- Using External Data
- Arrays

**Week 10      4/11**

Project 3 Hypertext Exhibit

Final Project Assigned (Due 5/16)

**Reading for next week:**

Chapters 19, 20, 21 in Flash 8/24 Hrs.

**Week 11 4/18**

Flash Project Development

- Advanced Publishing
- Optimization
- Project Architecture

**Week12 4/25**

Flash off the Web

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

**Week 13 5/2**

Actionscripting VI

- The Drawing API
- The Imaging API

**Week 14 5/9**

One on one help with final projects

**Week 15 5/16**

In class presentations of final projects

**Assignments and Grading**

- Readings and participation in class discussions (20%)
- Projects (40%)
- Final Project (40%)