Course Number: DIG  Section
Course Title: Digital Projection Design
Credits: Variable
Prerequisites: Graduate standing or upper-division undergrad status and/or consent of Instructor.
Instructor: Patrick Pagano
Digital Worlds Institute
University of Florida
GAINESVILLE, FL US 32611
Email: pat@digitalworlds.ufl.edu
Phone: 352-294-2020

COURSE DESCRIPTION:

Digital Projection Design” offers a hands-on approach to the design, planning and execution of digital projections in a variety of performance spaces by using a combination of industry standard and open source research software tools. Students configure and test a large set of media formats in a variety of display situations and venues. Student will present a multi-screen digital projection media project, a research process weblog and collaborate with engineers and artists. Students will study “patches” created in several software environments and develop their own software interface. In the second project, students will customize, implement and then deploy digital projections for a live performance showing of works. Students may develop a new media piece or “remediate” a historical work covered in the text(s). Students will be required to propose, timeline and defend their proposed work to the class.

Multiple learning challenges arise from presenting a digital media project in a visualization environment. Students work as “projection designer” of a midterm presentation and then present it in a live show format. A second more advanced, enhanced and developed Final project is presented in a similar fashion. A wide variety of challenges related to digital media visualization can be demonstrated during the preparation and execution of projects using a variety of content for midterm and final digital media projects. Students are encouraged to build upon their midterm with the final, enabling an extended focus and opportunity to enhance, rework and re-present a particular work

<table>
<thead>
<tr>
<th>WEEK</th>
<th>TOPICS</th>
<th>IN CLASS</th>
<th>READINGS</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>1.Introduction of students and professor/procedural issues/overview</td>
<td>Computer “HOW TO” Preparing our</td>
<td>Marc Mayer. “The Emergence of</td>
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<tr>
<td>2.) Rise of the VJ</td>
<td>computers for digital projection design [Software &amp; conceptual]</td>
<td>Video Projection.”</td>
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<td>2. Resource Identification: working as a video projection designer in the 21st century 2. Expectations for Projects will be discussed</td>
<td>Prelinger Archive UBUWEB Youtube &amp; Google Scan Conversion</td>
<td>Herbert Brun Article Technology and the Composer</td>
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<td>3. Working with Video: part 1</td>
<td>QuickTime Pro: Hands On Understanding Media Codecs</td>
<td>Read: VJ Scene: Spaces with audiovisual score - Patricia Moran</td>
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<td>3. Working with Video: part 1 Formats, Conversion, exporting, importing. [HD, SD, HDMI]. Editing and exporting clips for live performance</td>
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<td>4. Introduction to free video manipulation software</td>
<td>Intro ISADORA External libraries Controlling video</td>
<td>Watch: The Very Eye of Night - Maya Deren Read: Pd bangbook assignment</td>
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<td>5. Computer demonstrations LINUX &amp; Windows</td>
<td>Pd, pdp, GEM II Adding effects and controls</td>
<td>READ: The Contrary of the Movie Theater Gabriel Menotti Watch:</td>
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| **6** | **Controllers**  
Using digital media input systems for real-time mixing and video effects  
Projectors: Brands Types and resolutions | Open Sound Control & Bluetooth, MIDI Joysticks, Gamepad: HANDS ON  
MIDI EXAMPLE  
OSC EXAMPLES | Watch:  
Free Radicals: Len Lye  
From Open Circuits to Open Distribution: Can Video Artists Adopt FLOSS Strategies as their Own? Ross Rudesch pg 170 |
| **7** | **Creating a Graphical User Interface for live Video performance**  
Preparing our GUI for performance | JITTER  
PREPARED OUR GUI FOR PERFORMANCE | WATCH;  
Dante Quartet: Stan Brakhage  
READ:  
VJing and Live A/V Practices N_DREW (aka Andrew Bucksbarg) |
| **8** | **KAIST Collaboration Class**  
Online VJ Project Crits | MIDTERM PRESENTATIONS |   |
| **9** | **Working With After Effects 1** | Digital Handmade: Tutorial Part 1 | Watch:  
Free Radicals: Len Lye |
| 10 | Working with After Effects 2 DVD Authoring | Digital Handmade Tutorial Part II Teachers Work: Patrick pagano & david govoni VJ Setup Examples Humans Need Lumens Cntrl-space masik | READ: Stephen Partridge Video: incorporeal, incorporated Watch: Humans need Lumens, masik@dali |
| 11 | Posting Works in Progress & Critiques | YOUTUBE VIDEO ISADORA II | Watch: Reline DVD II READ: AH-HA: NARRATIVE STRUCTURES IN REACTIVE AND INTERACTIVE VIDEO ART L. Hermes Griesbach |
| 12 | Wireless, wired and Other Control Historical: Thomas Wilfred Clavilux | ISADORA III WEB GUEST: Brittany Powell | READ: Thomas Wilfred: Light and The Artist |
| 13 | Operating the REVE | ISADORA IV Wilfred Discussion | Reading;TBA |
| 14 | Final Performance Preparations Project Critiques | Schedule rehearsal and prep time for final Team Projects | Reading; TBA |
**Assignment & Grades:** Grades will be based on total number of points earned on the following:

**Grade Breakdown by Percentages**

a. Class participation 10

b. GUI Project 20

c. “VJ” Project 20

d. Software review paper 10

f. Midterm Project Presentation 15

g. After Effects Project 10

h. Final project Presentation 15
Total 100

GRADING SCALE
A = 95-100 points
A- = 90-94 points
B+ = 87-89 points
B = 84-86 points
B- = 80-83 points
C+ = 77-79 points
C = 74-76 points
C- = 70-73 points
D+ = 67-69 points
D = 64-66 points
D- = 60-63 points
E = 59 points or below

Class Etiquette

The following are expectations for classroom etiquette during meeting sessions:

1. Do not read materials during class, unless assigned.
2. There is no eating or drinking in the classroom area.
3. Demonstrate respect to not only instructors but also, also fellow students. This means paying attention to lecturers and not checking emails or working on other projects during a presentation.

University of Florida Policies

1. Academic Honesty: As a result of completing the registration form at the University of Florida, every student has signed the following statement: "I understand the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty, and understand that my failure to comply with this commitment may result in disciplinary action, up to and including expulsion from the University."

2. Acceptable Use Policy: Please read the University of Florida Acceptable Use Policy (http://www.it.ufl.edu/policies/aupolicy.html). It is expected that you abide by this policy.

3. Software Use: All faculty, staff, and students of the University of Florida are required and expected to obey laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate.
4. Accommodations for Students with Disabilities: Students with disabilities, who need reasonable modifications to complete assignments successfully and otherwise satisfy course criteria, are encouraged to meet with the instructor as early in the course as possible to identify and plan specific accommodations. a. Students will be asked to supply a letter from the Office for Students with Disabilities to assist in planning accommodations. Please see me outside of class time to discuss any accommodations you might need.

5. University of Florida Counseling Services: Resources are available on campus for students having personal problems or lacking clear career and academic goals, which interfere with their academic performance. These resources include: a. University Counseling Center, 301 Peabody Hall, 3921575, personal and career counseling.
   
   b. Student Mental Health, Student Health Care Center, 3921171, for personal counseling.
   
   c. Sexual Assault Recovery Services (SARS), Student Health Care Center, 3921161, for sexual assault counseling.
   
   d. Career Resource Center, Reitz Union, 3921601, career development assistance and counseling.

6. UF Computer Policy a. In keeping with the University of Florida’s student computer policy (http://www.circa.ufl.edu/computer.htm) all assignments completed for this class must be typed using a word processing program. Use of spellchecking and grammar-checking programs is strongly encouraged. Excessive spelling/grammar errors detract from quality of scholarship, and will be appropriately assessed. Use of desktop publishing software and computer generated graphics for course product that may eventually be included in student’s portfolios is also strongly encouraged.

7. Technology Assistance a. The course instructors will hold weekly office hours Face-to-Face
   
   b. Students are encouraged to attempt to complete assignments early enough such that instructors can provide assistance during regular workdays and during regularly scheduled hours.
   
   c. In extreme emergencies, students may attempt to make appointments with course instructors or mentors.
   
   d. Late work will be penalized according to the late policy.
8. Late policy a. Any assignment turned in past the due date will lose 10% of the total point value of the assignment for each day it is late.

9. Response times a. Allow 24 hours for replies to email. This may be extended to 48 hours if email is left over a weekend or holiday.

10. Student Concerns

a. If you have any concerns or questions about any situation in the course please contact the instructor ASAP.

VERSION # 2pp