TPA 6005 and TPA 4950 Luminous Imagery for the Stage

Instructor:  Professor Stan Kaye  
McGuire Pavilion Room 207  
273-0510  
Stankaye@arts.ufl.edu  
Office hours: Mon & Wed 11:00 – 12:00 or by appointment

Meeting Time:  Monday & Wednesday period 6-7 12:50 p.m.-2:45 p.m. McGuire 207, 217 & 220 (light lab)

Software:

- Windows 7 or higher, PC or Mac boot camp. Windows OS can be purchased at the UF bookstore for a nominal fee.

- Watchout Production Suite: Download here:  
  http://www.dataton.com/forms/watchout

- Adobe Photoshop or Adobe Creative Suite, or Adobe After Effects  
  License to be provided by your lab fees.

Course Description:

This is a project based course that will involve students in discovery and utilizing ideas and technology to research, create, orchestrate, program and present *luminous imagery* to support the work of live performers in live or hybrid performance of various types. Students will receive exposure and support to become familiar with digital media formats, accepted software and hardware to create digital materials to be projected on stage via a digital lighting/projection devices. This is a **foundational** course in becoming conversant in this area of entertainment design.

As an entry into this area, the course will focus broadly on application of technology and content providing a foundation for future work in actual production.

As a studio class, time will be spent becoming familiar with equipment, software, techniques, and media gathering and organizing these assets. Secondarily, conceptualizing, artistic properties and style will be explored.
Attendance:

We will meet twice a week as a class at the time stated above. If the student can foresee a need to miss a class, it should be brought to the instructor’s attention at the earliest possible date so that adjustments can be made to the schedule. An absence due to illness should be phoned in, also as early as possible, to one of our offices. **Do not skip class without notification. Three unexcused absences are acceptable, beyond that it will effect your grade.**

Class Sessions:

Class will be held in my office 207, Lab 217 or the light lab 220 (as equipment is put in place, we may participate in installing equipment as that is relevant to the course materials). Please be on time for class.

Due Dates:

See Schedule and Project Sheet.

Grading:

You are graded as an individual, not against others in the class. It is important that you show continued improvement and growth during the course of the semester. Projects receiving a poor grade, or a grade that the student feels can be improved upon, may be re-submitted. Please discuss this option with me to establish specific changes that will be made and a new due date.

- Mini Project #1 - Adding Media & building the timeline 5 pts
- Mini Project #2 - Adding Tweens, Editing Tweens 5 pts
- Mini Project #3 - Wipes, Contrast/Brightness/Hue/Saturation 5 pts
- Mini Project #4 - Blend Modes/Video/Screen/Multiply 5 pts
- Mini Project #5 - Masks Video/Animating/Using/ 5 pts
- Mini Project #6 - Transparent/Backgrounds/PowerPoints/ 5 pts
- Mini Project #7 - Compositions: making/animating/transfoming 5 pts
  Nesting/effects
- Mini Project #8 - Timelines/Multiple/stacking/starting from External 5 pts

**FINAL PROJECT – See sheet** 40 points
- Attendance and Class Participation 20 pts

100 pts

A  =  94 – 100 pts  C+  =  77 – 79 pts
A-  =  90 – 93  C    =  73 – 76 pts
B+  =  87 – 89 pts  C-   =  70 – 72
B   =  83 – 86 pts  D    =  68 – 69 pts
B-  =  80 – 82  E     =  Below 68 pts
Information on UF grading policies for assigning grade points can be found at http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html

**Students with Disabilities:**
Students requiring classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

**Counseling and Mental Health:**
Please be aware that there are people on-campus to assist you if you feel that the pressures of a semester are too great for you to handle.

Counseling and Wellness Center
3190 Radio Rd.
352-392-1575
www.counseling.ufl.edu/cwc/

Please refer to your student handbook for the University’s honesty policy regarding cheating and the use of copyrighted materials.

The accompanying course schedule is subject to change at the discretion of the Instructor.
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topic</th>
<th>Preparation Required In Class</th>
<th>Project Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week 1</td>
<td>Wednesday, August 21, 2013</td>
<td>Kick Off Meeting</td>
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<tr>
<td>Week 2</td>
<td>Monday, August 26, 2013</td>
<td>Overview of Formats: Photograph and Video</td>
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<tr>
<td>Week 2</td>
<td>Wednesday, August 28, 2013</td>
<td>Software installation and confirmation</td>
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<tr>
<td>Week 3</td>
<td>Monday, September 02, 2013</td>
<td>Labor Day - Holiday</td>
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<tr>
<td>Week 3</td>
<td>Monday, September 04, 2013</td>
<td>Review of Formats: Photograph and Video</td>
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<tr>
<td>Week 4</td>
<td>Monday, September 09, 2013</td>
<td>Review Watchout Videos: What it is, the end result, production software, putting it together</td>
<td>Watch four videos: <a href="http://www.dataton.com">www.dataton.com</a></td>
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<td>Week 4</td>
<td>Wednesday, September 11, 2013</td>
<td>Review Watchout Videos: Making a Show, Adding Media, Building the Timeline, Adding Tween Tracks</td>
<td>Watch second four videos and bring media samples to class</td>
<td>Mini Project # 1</td>
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<tr>
<td>Week 5</td>
<td>Monday, September 16, 2013</td>
<td>Studio Time with Watchout</td>
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<tr>
<td>Week 6</td>
<td>Monday, September 23, 2013</td>
<td>Review Watchout Videos: Extending tween Tracks, Animation Effects, wipe effects, contrast/brightness, hue and saturation, black and white</td>
<td>Watch this set of videos and practice</td>
<td>Mini Project 2</td>
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<tr>
<td>Week 6</td>
<td>Wednesday, September 25, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 7</td>
<td>Monday, September 30, 2013</td>
<td>Studio Time with Watchout</td>
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<tr>
<td>Week 7</td>
<td>Wednesday, October 02, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 8</td>
<td>Monday, October 07, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 8</td>
<td>Wednesday, October 09, 2013</td>
<td>Review Watchout Videos: Masking, Animating a Mask, Using a Video Mask, creating wipe effects, transparent video backgrounds, powerpoint slides, compositions</td>
<td>Watch this set of videos and practice</td>
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<td>Week 9</td>
<td>Wednesday, October 16, 2013</td>
<td>Studio Time with Watchout</td>
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<tr>
<td>Week 10</td>
<td>Monday, October 21, 2013</td>
<td>Review Watchout Videos: Creating animations, applying transformations, nesting compositions, applying effects, etc.</td>
<td>Watch this set of videos and practice</td>
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<tr>
<td>Week 11</td>
<td>Monday, October 28, 2013</td>
<td>Mastering CoreMotion 3 and Pinholster</td>
<td>Watch mastering after effects</td>
<td>Mini Project # 6</td>
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<tr>
<td>Week 11</td>
<td>Wednesday, October 30, 2013</td>
<td>Mastering CoreMotion 3 and Pinholster</td>
<td>Watch mastering after effects</td>
<td>Mini Project # 6</td>
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<td>Week 12</td>
<td>Monday, November 04, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 12</td>
<td>Wednesday, November 06, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 13</td>
<td>Monday, November 11, 2013</td>
<td>Reviewing after effects</td>
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<tr>
<td>Week 13</td>
<td>Wednesday, November 13, 2013</td>
<td>Reviewing after effects</td>
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<td>Week 14</td>
<td>Monday, November 18, 2013</td>
<td>Studio Time with Watchout</td>
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<td>Week 15</td>
<td>Monday, November 25, 2013</td>
<td>Present Design Development of Project</td>
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<td>Week 16</td>
<td>Monday, November 25, 2013</td>
<td>Studio Time with Watchout</td>
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<tr>
<td>Week 17</td>
<td>Wednesday, December 04, 2013</td>
<td>Present Final Design (Last Day of Class)</td>
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Mini Projects 1-8

The purpose of these projects is for you to demonstrate your ability to follow the online tutorial offered by Dataton on their website. You shall follow the instructions and find the necessary content to execute the elements demonstrated in the tutorial. You may use this time to prepare items and digital media for your final project, but that is not necessary. We are using Watchout because it is “industry standard” if you wish to explore other software’s such as Isadora etc...please discuss this with me. All students will present their completed mini project on the date scheduled to the class. The result will be discussed and used as a departure point for discussion and deep analysis of the technology and its potential applications in stage design.

The goal here is to synthesize the navigation of the productions software, import your media, and learn to implement the elements and techniques necessary to create a playable/"cueable" media file within Watchout. See the schedule for when you are to share your mini project with class.

Final Project Mastery of Watchout

This project is based on a creative narrative idea of your own. It can link to something you are passionate about, a statement you wish to make, or for a piece that is currently in your design/artistic life. It may be inspired by an artist, performance, playwright, architect, musicians, choreographer etc....But it must have all the basic elements of STORY.
Requirements of the Project you will deliver:

1) A Completed Watchout File Minimum 10 minutes
2) A Complete Quicktime file
3) File must contain useage of all the elements and features of Watchouts capabilities we learned during the semester
4) Audio /or music elements to support the visuals
5) Static images (you may use our Video Block Account) or you may make your own photography or videography (but not required)
6) Video footage
7) And all the effects submitted in the mini projects
8) You may use Lynda.com to take a deeper look at Photoshop, iMovie, After Effects etc... which we will touch on in this class

I will grade project based on the following criteria:

✓ Promptness
✓ Mastery of technique
✓ Synthesis of information
✓ Creative use of media
✓ Quality of style and inspirational material
✓ Technical understanding
✓ Inventiveness
✓ Inquisitiveness
✓ Initiative