DIG 2282C Sec: 2493: TIME-BASED MEDIA

INSTRUCTOR: Kerstin Bryant

SEMESTER AND YEAR: Spring 2014 SECTION 7898 CREDIT HOURS: 3

INSTRUCTOR CONTACT INFORMATION: E-MAIL: kmb50@ufl.edu

Students are required to use their ufl.edu email for all course electronic communication and can expect a response to emails within 24 hours.

MEETING TIMES AND LOCATION: TR 8-10 LOCATION: NRNA G514I

INSTRUCTOR OFFICE LOCATION AND HOURS: FAC 302a Monday 5:30-6:30PM or email for an appointment.

DESCRIPTION OF THE COURSE: This course introduces the four-dimensional fundamentals of Time Based Media. Sound, animation and video, with emphasis on narrative, planning of action, and sequencing of images will be studied and practiced. Basic production techniques, project planning, and concepts integral to time based media will be studied and students will learn to use Time Based Media as an expressive and communicative art form. Aesthetic, technical, historical, and conceptual issues will be addressed through lectures, demonstrations, exercises, projects, screenings, research, and readings.

OBJECTIVES OF THE COURSE: Students will demonstrate understanding of the following principles and techniques:

- Four-dimensional Imaging Concepts and Terminology
  - Aesthetics
  - Motion
  - Duration
  - Pacing/Tempo
  - Montage
  - Sequence
  - The Narrative/Storyline
  - Animation
  - Interactivity
  - The performative

- 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
- Project Development

TOPICS

An introduction to historical references, background, and contemporary concepts of time based media

Project Planning (including storyboarding and organizing clips)

Basic Video Camera Use

Basic in-camera editing techniques

Representation, image and culture, symbol, concept and conceptual storytelling

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

Content and Context

Computer as a tool, not a means to an end
**TOPICAL COURSE OUTLINE (Tentative)**

<table>
<thead>
<tr>
<th>WEEK</th>
<th>TOPIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Introduction to Stop Motion, Flip Books, Storyboard, Setting, Scene, Framing, Sequence, motion, rhythm, Duration, Choreography, Flash demo (importing files, setting up work space, timelines, etc.) Integration of video and animation, Morphing elements</td>
</tr>
<tr>
<td>5-8</td>
<td>Process Video - Transitions: cut, fade, dissolve, wipe, action-to-action, subject-to-subject, scene-to-scene, non-sequitur transitions, moment to moment transitions, aspect to aspect. Student Presentations Use of typography and graphics in animation. Basic Video Camera Use Basic in-camera editing techniques</td>
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<tr>
<td>9</td>
<td>Audio texture, Importing Sounds, Compressing Sound, Creating Background Sound with Sound Effects, Modifying Sound Settings, Controlling Sound with On/Off Buttons, Compression Settings for Narration, Controlling Animation and Sound</td>
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<tr>
<td>10</td>
<td>Sound as image, audacity software, timelines, cuts, overlaps, alterations, linear, non-linear sound</td>
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<tr>
<td>11</td>
<td>Student Presentations</td>
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<tr>
<td>12-16</td>
<td>Constructed space, physiological and psychological aspects of space and time. Lighting Professional Production Techniques (ftps, sizing for output, video and audio capture, photo import and animation of still images)</td>
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**REQUIRED/RECOMMENDED TEXTBOOKS, MATERIALS, EQUIPMENT**

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

10 GB External Hard Drive (Mac Compatible) for storage of materials

MiniDV tapes

CD-R Media with plastic cases

DVD-R Media with plastic cases Flash Drive (Mac Compatible) for storage of materials

Process Blog

Headphones

Course Blog

Access to Software: Movie, Macromedia Flash MX, Audacity (open source), and Adobe Photoshop (note that most software is available in the UF CIRCA Computer Labs)

Required Registration with [http://lynda.com](http://lynda.com)

**RECOMMENDED EQUIPMENT**

Digital Camcorder

**REQUIREMENTS**

**65% (650 pts) PROJECT GRADES**

<table>
<thead>
<tr>
<th>Points</th>
<th>Project</th>
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<tbody>
<tr>
<td>100</td>
<td>Project 1</td>
</tr>
<tr>
<td>100</td>
<td>Project 2</td>
</tr>
<tr>
<td>50</td>
<td>In-class Project 3</td>
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<tr>
<td>100</td>
<td>In-class Project 4</td>
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<tr>
<td>100</td>
<td>In-class Project 5</td>
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200 pts Project 6

10% (100 pts) Process Blog:

Fulfilling all process blog requirements (see process blog guidelines) and having the requisite amount of drawing completed at each of the four process blog check dates during the semester.

10% (100 pts) Critical essay/Class Presentation

The student will research a Time Based Media artist, write a critical essay and present this essay to the class. See the Critical Essay handout for specific guidelines.

15% (150 pts) Participation and Attendance

Participation, support, and respect in all phases of this course are imperative. The class dynamic depends on your energy, initiative, attitude, productivity, and willingness to get involved in group discussion and critiques. Participate in a responsive manner during critique, class discussion and blogging. Safe and thoughtful use of equipment and facilities if required.

Participate by preparing questions in advance, soliciting responses, and encouraging constructive criticism during group discussions, class workdays, and critiques. Consider comments received to gauge the effectiveness of your work. Examine the way your ideas change, evolve, and influence formal and conceptual choices in your work. Your development as an artist hinges on your ability to make effective choices and express ideas clearly.

* All grades are tabulated based on your assignment numerical grade, Process Blog grade, critical essay/presentation and your participation and attendance. You must speak with your instructor within one week of receiving a grade in order to dispute an assignment grade. You may speak to your instructor at any point during the semester to discuss your participation grade.

Attendance Policy

• Attendance is required. More than three unexcused absences will reduce your final grade by one full grade. Six absences will result in a failing grade.

• Arrive to class on time, with the appropriate materials and work through the entire class. You are late if you arrive after your name has been called when role is taken. Attending class unprepared for a discussion, critique, workday, or presentation will be considered an absence.

• Three tardies or early self-dismissal will count as one absence.

• Announced changes to the course calendar, demonstrations, or general classroom critiques demand your presence; compensatory work of another kind will not be accepted in lieu of missed instruction.

A missed class does not constitute an extension of an assignment!

Late Policy
Assignments are due when indicated by the instructor at the beginning of class.

Late assignments will drop one letter grade per class period late.

An assignment more than 3 days late will receive an F!

Grade Explanations

A= Superlative work: Careful attention to craft and presentation. Intent and execution of the piece work together in significant and original way. Goes beyond merely solving the problem- one performance at this level is visibly outstanding.

B= Above average: Solution to the problem and idea are well planned. Execution is well done. This is an honorable grade.

C= You solved the problem: The requirements of the problem are met in a relatively routine way.

D= Inadequate work: The requirements of the problem are not addressed. The piece represents careless and /or incomplete effort. Some criteria met, work substandard.

E= Unacceptable work and effort

(A "C" represents satisfactory work, regular attendance, and successful accomplishment of the course.)

Note:

Overall effort and general attitude towards your work, and improvement during the semester will factor into your grade. Assignments will be evaluated on the following criteria:

1. Quality of work: Successful resolution of the assigned problem including all technical, compositional, and aesthetic requirements.

2. Quality of work: Full development of conceptual ideas and technical skills evidenced in the finished work and the Process Blog.

3. Quality of work: Inventiveness, experimentation and risk taking. (Initiative, scope of undertaking. Did you challenge yourself?)

4. Quality of work: Craftsmanship, presentation of work, timeliness, overall professionalism.

GRADING SCALE

A 95-100, A- 94-90, B+ 89-87, B 86-84, B- 83-80, C+ 79-77, C 76-74, C- 73-30, D+ 69-67, D 66-64, D- 63-60, E 59-0

(Note: A grade of C- or below will not count toward major requirements)

UF Grading policy: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

UF Media Lab Policy

No food, no drinks, not even water.
The Norman Labs are teaching spaces. Access hours are limited. When the rooms are not scheduled, students may work in these labs. Posted time for lab hours

http://labs.circa.ufl.edu/labinfo_hours.php

Students are responsible for school owned equipment and storage of their files. Files left on the computer desktop will be erased. Lost equipment will be charged to the student in whose name it was checked out.

CIRCA labs are available 24 hours per day. Most programs are available on the CIRCA machines. Students using UF Media labs are responsible for leaving both the desktop and surrounding area clean. This is a course expectation.

STUDENTS WITH DISABILITIES

Students requesting classroom accommodation must first register with the Dean of Students Office. The DOS will provide documentation to the student who must then provide this document to the instructor. DOS can be contacted at: 352-392-1261 or http://www.dso.ufl.edu/drp

SA+AH HEALTH AND SAFETY POLICY (SEE ATTACHED APPENDIX)

The School of Art and Art History Safety Manual will be reviewed in class. Students and instructors are responsible for following policy and procedures for making art safely at all time. The entire document is available online http://saahhealthandsafety.weebly.com/handbook.html

All students are required to sign and turn in the signature page to the instructor on the first day of class.

1. Hazards of Materials Batteries, old monitors, lamps from digital projectors if broken may release mercury.

THERE ARE NO KNOWN HEALTH HAZARDS FROM EXPOSURE TO LAMPS THAT ARE INTACT.

2. Best Practices Though not much is generated, the Digital Media technician is certified for handling Hazardous Waste by the University of Florida. For installations or sculptural elements, please cross-reference with other area specific information as needed.

3. Links n/a

4. Area Rules All users of the studio classrooms are expected to follow studio area rules at all times. If you have any questions, ask your instructor.

• Follow all SA+AH Health and Safety handbook guidelines (the handbook should be reviewed by your instructor and can be found at: www.arts.ufl.edu/art/healthandsafety)
• Follow the SA+AH Satellite Waste Management Chart in the classroom and other health & safety guidelines posted for your media.

• In case of emergency, call campus police at 392-1111

• File an incident report (forms may be found in the SAAH H&S handbook, the SAAH faculty handbook and in the main office.) Turn completed forms into the SAAH Director of Operations within 48 hours of the event.

• Alcohol is forbidden in studios

• Familiarize yourself with the closest eyewash unit.

• No eating or drinking in computer the lab.

• Do not use spray adhesive in the studios or in the building. There is a professional and safe paint spray booth in FAC-211A for your use.

• Shoes must be worn at all times.

• Protective equipment must be worn for hazardous work.

• Do not block aisles, halls or doors with stored items or when working. This is a violation of fire codes.

• Do not store anything on the floor. This impedes cleaning and creates a hazard.

• Installations must be removed as soon as possible after critique.

• Clean up spills immediately.

• Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.

• Follow the SA+AH CONTAINER POLICY (see policy below)

There are 2 types of labels used in the SA+AH-- yellow and white. Both labels are found at the red MSDS box and are supplied by the SA+AH. Each is used for a different purpose.

**White:**

All new and or used product in containers (hazardous or what might be perceived as hazardous -i.e. watered down gesso, graphite solutions, satellite containers of solvents, powders, spray paints, fixatives, oils, solvents, etc…) must
be labeled within the SA+AH to identify their contents. Labels can be found at the MSDS box in each studio and work area. All containers must be marked with your name, contents and date opened. All secondary/satellite containers for hazardous materials must be marked with content, your name and the date opened. All unmarked containers will be disposed of with no notice.

Yellow:

WHEN HAZARDOUS ITEMS ARE DESIGNATED AS WASTE.

All containers must have a yellow label identifying the contents that are designated as trash for weekly EHS pick up.

- Flammable solid containers (red flip top) must have a yellow hazardous waste label on the outside (top).
- 5 gallon jugs must have a yellow hazardous waste label on the outside.
- Fibrous containers must have a yellow hazardous waste label on the outside (top).
- Each item in the blue bin must have a yellow hazardous waste label. SA+AH Health & Safety Handbook / August 7, 2011

Note: Hazardous Waste labels should include all constituents in the waste mixture as well as an approximate percentage of the total for that item and must add up to 100%.

Labels should also include the Bldg and room number of the shop generating the waste along with the Waste Manager for your area, this is located on the SWMA sign posted at the sink or at the Waste Management Area.

ACADEMIC HONESTY POLICY

The university’s policies regarding academic honesty, the honor code, and student conduct related to the honor code will be strictly enforced. Full information regarding these policies is available at 

http://www.registrar.ufl.edu and http://www.dso.ufl.edu

Additional Policies for students in the school of art and art history

Students in the SAAH must turn off beepers and cell phones during class.