

**Faculty of Humanities and Social Sciences**

**Department of Media Arts and Production**

**54393 Interactive Multimedia (INTENSIVE)**

**Date:** July 27 - 31, 1998

**Time:** 9.30am - 5pm

**plus** Friday 2-5pm, Week 2 (August 14)

Friday 2-5pm, Week 4 (August 28)

**Assignment/projects due:** Week commencing August 31

**Lecturer:** Megan Heyward

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**Subject overview**

This intensive is intended to extend students conceptual and production capabilities in the area of Interactive Media. Building upon skills and knowledge gained in previous units, the Interactive Media (Intensive) will explore increasing convergences within new media, including approaches to producing internet based works; the optimising of multimedia projects for online and CD-ROM delivery; and ways of incorporating video material into multimedia projects.

From a production viewpoint, students will gain skills in the areas of:

- Website design and production, using Dreamweaver.
- Conversion of Director movies to Shockwave movies for web delivery.
- Using behaviours in Director 6.
- Making stand-alone projectors of Director projects.
- Video digitising.
- Burning projects to CD-ROM.

**Project**

Students can choose from a variety of possible project outcomes for this unit. These are:

- the design and production of a website
- the completion of an unfinished Director project to a more professional standard, i.e., debugged where possible, runs as a projector, burnt to CD. *NOTE: This doesn't mean that Sharon does the debugging!*
- the incorporation of digital video elements into an existing Director based work.

**MONDAY**

**July 27, 1998**

9.30am - 10.15am

Explanation of unit and outcomes

10.15am - 11.15am	View a variety of websites and discuss with regard to <ul style="list-style-type: none"> <li>• concept</li> <li>• design</li> <li>• technical implications</li> </ul>
11.15am - 11.40am	<b>B R E A K - morning tea</b>
11.45am - 1.30pm	<b><u>Dreamweaver</u></b> Introduction to Dreamweaver <u>Dreamweaver exercise demo-</u> Formatting tables and text Importing graphics Creating anchors and links
1.30pm - 2.30pm	<b>L U N C H</b>
2.30pm - 4.15pm	In class exercise- students to complete Dreamweaver exercise. If time allows, students can do tutorial exercise from Dreamweaver manual.
4.15pm - 5.00pm	Kim Smith to discuss school web project as possible project for several students or even class . Students to discuss other possible projects.

**TUESDAY****July 28, 1998**

9.30am - 10.45am	Guest Speaker- our own Sharon Etter will discuss the conceptual and production issues encountered in the development of her collaborative web project "Dispose of Thoughtfully". This web site was a finalist in the 1996 national ATOM Awards for best on-line project.
10.45am - 11.15pm	<b>B R E A K</b>
11.45am - 1.30pm	<b><u>Compression</u></b> The crucial issue of compression for on line works. <ul style="list-style-type: none"> <li>• graphics</li> <li>• sound</li> </ul>
1.30pm - 2.30pm	<b>L U N C H</b>
2.30pm - 3.30pm	<b><u>Shockwave:</u></b> Turning Director movies into Shockwave movies Putting Shockwave movies into Dreamweaver. Optimising Director movies for Shockwave.
3.30pm - 5.00pm	<b><u>Shockwave Exercise - demo</u></b> Create a simple animation in Director Convert to Shockwave Import into Dreamweaver View from Browser.

Class to complete Shockwave exercise.

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**WEDNESDAY****July 29 1998**

9.30am - 11am	<u>Using behaviours in Director 6</u> - overview of what sorts of things are possible <u>Director shortcuts</u> <ul style="list-style-type: none"> <li>• Internal versus external casts</li> <li>• Linking large files</li> </ul>
11.00am - 11.30am	<b>B R E A K</b>
11.30am - 1.30pm	<u>Director exercise</u> - utilising behaviours, linked files and external casts. Class to begin Director exercise.
1.30pm - 2.30pm	<b>L U N C H</b>
2.30pm - 3.30pm	Complete Director exercise if necessary.
3.30pm - 5.00pm	<u>Project Discussion and development</u>

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**THURSDAY****July 30, 1998**

9.30am - 10.15am	<u>Digital Video and Multimedia</u> Incorporating video into multimedia View CD's which utilise QT video.
10.15am - 11.30am	Video Digitising.
11.130am - 12.00pm	<b>B R E A K</b>
12.00pm - 1.30pm	Video Digitising & editing (continued)
1.30pm - 2.30pm	<b>L U N C H</b>
2.30pm - 3.30pm	Incorporating QT into Director Projects.
3.30pm - 5pm	Project development.

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**FRIDAY****July 31, 1998**

9.30am - 11.00am	<u>Making projectors &amp; burning to CD ROM</u> Burning projectors to CD. Arranging files and folders.
11.00am - 11.0pm	<b>B R E A K</b>

11.30pm - 1.30pm	<b><u>Dreamweaver</u></b> Using the timeline in Dreamweaver Using frames
<b>1.30pm - 2.30pm</b>	<b>L U N C H</b>
2.30pm - 5.00pm	Production / troubleshooting.