

SCHOOL OF ART
BACHELOR OF DIGITAL MEDIA

COURSE OUTLINE

MULTIMEDIA AUTHORIZING

2001

SART2607

UOC4 HPW3 S1 or S2

COURSE DESCRIPTION:

Multimedia authoring provides the platform for student to combine the media of sound, text, images moving and still. Interactive events are planned and structured, notions of the linear and non-linear are addressed. This multimedia-authoring course utilises, multiple software programs and seeks the creative development of interactive and animated media outcomes. The pre requisite for Multimedia Authoring is Web Authoring.

COURSE CONTENT:

This course extends and develops student's creative skills and apperception of the MultiMedia authoring process. The course content covers understanding and working within a specific authoring environment and how to plan and produce digital screen based Interactives.

COURSE OBJECTIVES:

Gain an overview of technology currently used in Multimedia authoring. Understand and use in context multimedia terminology. Understand and appreciate the nature of navigation metaphors and human computer interface perception in computer based context. Appreciate the constraints of computer hardware, processing and storage. The student will be expected to achieve a proficiency in basic multimedia authoring techniques. In conjunction with the above, it is expected that the student will continue to develop a keen critical awareness of contemporary visual imaging practice and issues, central to the production of their work.

ASSESSMENT:

To qualify for a passing grade all students must complete all set work, which is to be submitted on time. Where absences in excess of three (3) classes occur, students may be given a fail grade. Students must be punctual and participate in all class activities. The student should be expected to show evidence of the achievement of the course's objectives.

Weekly schedule:**Week 1 Lecture**

Subject outline /Assessment Policy

Projects outlined.

Introduction to MacroMedia Director

Tutorial

Introduction to simple elements and their representations

- Week 2 Lecture**
Introduction to internal tool set.
Tutorial
- Week 3 Lecture**
Introduction to various manipulation techniques.
Tutorial
- Week 4 Lecture**
Introduction to various media elements.
Tutorial
- Week 5 Lecture**
Introduction of basic programming structures.
Tutorial
- Week 6 Lecture**
Introduction to Scripting language and hierarchies.
Tutorial
- Week 7** Presentation and critical evaluation.(project 1 due)
- Week 8 Lecture**
Using lists and Multiple casts
Tutorial
- Week 9 Lecture**
Using Lingo on the Web, Shockwave
Tutorial
- Week 10 Lecture**
Text and Fields
Tutorial
- Week 11 Lecture**
Optimising Code
Tutorial
- Week 12 Lecture**
Optimising code
Tutorial
- Week 13 Lecture**
Runtime & projectors
Tutorial
- Week 14**
Presentation and critical evaluation Project 2

Consultation will normally be by appointment.

Phones- 93850 622 Office: G108
E-mail < brad.miller@unsw.edu.au

BACKUP ALL YOUR WORK

Note You will need to acquire removable cartridges to store files generated during the semester. Diligently backup all work (that is important to you) at regular intervals. **IT IS YOUR RESPONSIBILITY TO BACK UP ALL YOUR WORK!**

Extensions of time for assignments will not be granted to students who lose work through software/ hardware /operator error.

References

Director 8 and lingo bible
Director in a Nutshell
Lingo in a Nutshell

CFA 005.36940