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MART 440.01M: Techniques of Interactive Media Design

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Media Arts 440-01

Tech Inter Media Design

Spring 2014 - The University of Montana, Missoula

McGill 213

Professor: Kim, Heejoo Gwen

Office Hours: Mon 12:10-01:30 am

EMAIL: heejoo.kim@mso.umt.edu

COURSE DESCRIPTION

Media Arts majors only. Building on the principles and techniques covered in Mart 340, this project + seminar - based class focuses on the artistic applications of interactive media in an internet/installation/interface/game environment.

Students are given a broad interdisciplinary grounding in the skills, concepts, and hands-on experiences they will need to engage the potentials of new technologies in art / design / game making. Students will gain hands-on experience with discussions expose students to concepts of electronic media, perception, intermedia composition, emerging venues, and other issues important to artists working with technologically based media.

OBJECTIVES

Students will demonstrate understanding of the following principles and techniques through the semester:

: : Concepts and Terminology compositing

composition animation collaborative process client/studio relationships deadlines

: : Application of still image based software in conjunction with motion and time based software :Adobe After Effects, Photoshop, Illustrator and Final Cut.

: : Project Development and presentation

: : Professional Production Techniques

TOPICS

: : Topics will be based on student surveys and requests throughout the semester

: : Professional Artistic Process via web conference sessions with various artists and professionals in the design/film/media art businesses

: : Portfolio presentation

GRADING

Philosophy

It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.

Evaluation

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects,

your participation in class discussions, and professionalism during the course. Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed on the 15-week schedule sheet.

Expectations for class participation

Participation by all members is critical to the success of this studio. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic.

Attendance & participation

Good attendance and punctuality are expected for this course and will strongly affect your grade. This class only meets once a week, so only two (2) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of five (5) absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a verifiable death in the family or illness with a doctor's note.

Classroom etiquette

You are expected to conduct yourself with proper respect for the classroom environment. Disruptive behavior will not be tolerated. **Turn off your cell phones** and beepers prior to class. (Does anyone even have beepers anymore?)

THE LAB • What this lab is..... This lab has been established so that students in the **Media Arts department** can have a dedicated lab in which to do their course work. You will have Griz Card access to this lab all day, every day. After hours access to the McGill building (locked after 10pm) can now be activated via approved Griz Cards on the south entrance nearest the tennis courts.

• **What this lab is not.....** This lab will **not** be used to work on things that are outside of the course requirements and will not be used by students outside of the program. If you want to spend time fooling around with your friends, then do it at home. Abuse of this lab will not be tolerated.

SOFTWARE INFORMATION

The primary software programs that you will be using, but not limited to are: • **Adobe After Effects CS 5 • Adobe Photoshop CS 5 • Adobe Illustrator CS 5**

You will also be using the Internet and the network browser in the lab.

• It is important that throughout the class you take advantage of the manuals, the program help menu, and related articles downloaded from the web.

THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available

for review online at www.umd.edu/SA/VP/SA/Index.cfm/page/1321.

Semester Schedule

Week 1 : 01.27.14

Course Introduction / discussion

<http://unity3d.com/gallery/demos/feature-videos>

<http://unity3d.com/gallery/made-with-unity/trailers>

Week 2 : 02.03.14

<http://cgcookie.com/unity/getting-started-with-unity/>

<http://cgcookie.com/unity/lessons/1-fundamentals-overview/>

: Beginner Editor

<http://unity3d.com/learn/tutorials/modules/beginner/editor/interface-overview>

Week 3 : 02.10.14

: Beginner Roll-a-Ball

<http://unity3d.com/learn/tutorials/projects/roll-a-ball/introduction>

Week 4 : 02.17.14

No Class

Week 5 : 02.24.14

: Beginner Roll-a-Ball

<http://unity3d.com/learn/tutorials/projects/roll-a-ball/introduction>

Week 6 : 03.03.14

: Space Shooter

<http://unity3d.com/learn/tutorials/projects/space-shooter>

Week 7 : 03.10.14

: Space Shooter

<http://unity3d.com/learn/tutorials/projects/space-shooter>

Week 8 : 03.17.14

: Space Shooter

<http://unity3d.com/learn/tutorials/projects/space-shooter>

Week 9 : 03.24.14

: Space Shooter

<http://unity3d.com/learn/tutorials/projects/space-shooter>

final project discussion : Collaboration and team building

Week 10 : 03.31.14

Spring break

Week 11 : 04.07.14

final project idea presentation

Week 12 : 04.14.14

Individual meeting / Working on final project

Week 13 : 04.21.14

Individual meeting / Working on final project

Week 14 : 04.28.14

Individual meeting / Working on final project

Week 15 : 05.05.14

Individual meeting / Working on final project

final project presentation

: : Final Project

+ Collaboration and team building

: : Research presentation

Your research report is a 20-30 minute in-class presentation.

1 Abstract: Summarizing the topic

2 Background: Technological and conceptual

3 Description

4 Analysis

5 Conclusions: your evaluation / Possible future developments

6 References: books, articles, essays, websites about the topic

resources

Resources lists + links

Intersections of Art, Technology, Science & Culture

<http://userwww.sfsu.edu/~infoarts/links/wilson.artlinks2.html>

Hans Hooger brogge

Joachim Sauter

Rafael Lozano-Hemmer

Robert Hodgkin www.flight404.com

Yugo Nakamura <http://www.yugop.com/>

David Rokeby

Camille utterback

Squid soup

Jeffrey shaw

Golan Levin and Collaborators

David Rockaby

Toshio Iwai

Maywa Denki

Brian Knep

Lincoln Schatz
Daniel Rozin
Open Frameworks
Ole Kristensen
Janet Cardiff
Liz Phillips
Scott Snibbe

[A+B=C, A lecture by John Maeda](#)
[data visualization](#)
[Bitmap and Vector Graphics: What's the Difference?](#)

Designing Minds: Stefan Sagmeister [1](#), [2](#), [3](#)

<http://www.processing.org/learning/books/>
<http://www.learningprocessing.com>
<http://benfry.com>
<http://www.creativecoding.org/>
<http://blogs.saic.edu/ats/>

Intersections of Art, Technology, Science & Culture
<http://userwww.sfsu.edu/~infoarts/links/wilson.artlinks2.html>
Basic Composition

<http://www.johnharveyphoto.com/LearnComposition/>
<http://www.youtube.com/watch?v=ENHKjb8ItAM>

RGB decimal values
<http://cloford.com/resources/colours/500col.htm>

Color
www.colorblender.com
www.kuler.adobe.com
www.colourlovers.com

Design Principle
http://www.digital-web.com/articles/principles_of_design/
<http://www.johnlovet.com/test.htm>
<http://www.visual-research.com/research.html>
http://www.medialit.org/reading_room/article694.html
<http://www.moma.org/interactives/exhibitions/2008/elasticmind/index.html>

Information

http://www.ted.com/talks/paola_antonelli_treats_design_as_art.html

http://www.ted.com/talks/lang/eng/golan_levin_ted2009.html

http://www.ted.com/talks/scott_mccloud_on_comics.html

<http://lawsofsimplicity.com/>

http://www.ted.com/talks/lang/eng/elizabeth_gilbert_on_genius.html

for inspiration:

http://www.ted.com/talks/taylor_mali_what_teachers_make.html

http://www.ted.com/talks/ken_robinson_says_schools_kill_creativity.html

http://www.ted.com/talks/sir_ken_robinson_bring_on_the_revolution.html

screening : [saul bass](#)

[kyle cooper:seven](#)

[interview 1](#)

[interview 2](#)

[danny yount six feet under](#)

<http://www.youtube.com/watch?v=X9iv5vn0ZB0>

<http://www.youtube.com/watch?v=frWH6ZCJtyM>

www.artofthetitle.com

[Motion Graphics Served :: Gallery](#)

[paper dreams](#)

[Streamschool \(Patakiskola\)](#)

[once more, once more](#)

[forget me not](#)

[Consuming Spirits](#)

[frictions](#)

[Put Your Gun Away, Rimer London](#)

[How I Made the Cut-out Animation](#)

[BATTERY CAGE](#)

[symphony](#)

[1923 aka Heaven \(by Max Hattler\)](#)

[Mothlight – Stan Brakhage \(1963\)](#)

[Abstract Animation by Mike Erla](#)

[oil in water](#)

[Invention of Love](#)

[symphony](#)

[blu](#)

[blu](#)

[robert hodgin](#)

[partitura](#)

[royal college of art, animation](#)

[Origami In the Pursuit of Perfection](#)

[Box Animation](#)

[WWF Commercial – Threads](#)

[Without Arms](#)

[thirdseventh](#)

[1stavemachine](#)

[pleix](#)

[zeitguised](#)

[Nokta](#)

[The Host](#)

[ryan by chris landreth](#)