

Department of Media Production + Studies, University of Regina

INTRODUCTION TO DIGITAL MEDIA

FILM 208.001

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Class: Friday 2:30-5:15 PM

Term: Fall Semester 2002

UNIVERSITY OF REGINA 2002-2003 CALENDAR DESCRIPTION

“This course will be an overview of the processes involved with creating interactive multi-media projects. Students will study and analyze current documents and through exercises create short multi-media presentations.”

SYLLABUS NOTES

The syllabus of this course is subject to change depending on the needs and pace of the class: check <http://www.conceptlab.com/film208/> for updates and class links.

TEXT

The Language of New Media, Lev Manovich

Paperback - 352 pages Reprint edition (March 2002)

MIT Press; ISBN: 0262632551

Available at U of R Bookstore, Film section or at Amazon.ca for \$21.78 CAD

REQUIREMENTS

1. Class attendance and active participation
2. Ambitious & timely completion of all assigned projects
3. Completion of assigned readings (text and online)
4. An active email account, web access

EVALUATION

Attendance and participation: 25%

Assignment #1: 25%

Assignment #2: 50%

ASSIGNMENTS

CLASS ATTENDANCE & PARTICIPATION

Attendance to all classes is mandatory and students are expected to call their instructor if they must miss a class. Three unexcused absences will result in an NP (failing) grade.

Quizzes will be given in the class at unannounced times. These tests will primarily be given to surprise and catalyze you: because of this, quiz scores will only count toward 5% of your final grade and will be included in the Attendance & Participation portion of your grade.

Required text for this class is “The Language of New Media” (Manovich). It can be purchased at the University of Regina Bookstore, and is located in the Film section. This text will provide you with the conceptual framework of your final project, and provides a strong framework for new media within the context of film. Technical resources for developing your production skills will be given through assigned readings and research on the Internet.

ASSIGNMENT 1: DUE OCTOBER 11th, worth 25% of final grade

Complete a project to explore digital media. This can include still images, web work, video or audio: formats of presentation can include web, print, CD, time-based presentation or installation. Ambitiousness is encouraged. If you have any questions about your project or seek guidance, please contact the instructor.

ASSIGNMENT 2: DUE NOVEMBER 29, worth 50% of final grade

Select a chapter from Manovich’s *The Language of New Media*. Read it and prepare a web work, series of images, or other project based in reference to the chapter’s theme. This can simply be an exploration of the chapter title (i.e.: creating a series of images that refer to “Compositing”) or a response to a specific portion of the text. Potential themes include:

- How Media Became New
- Principles of New Media
- What New Media Is Not
- The Language of Cultural Interfaces
- The Screen and the User
- Menus, Filters, Plug-Ins
- Compositing
- Teleaction
- Synthetic Realism and its Discontents
- The Synthetic Image and its Subject
- Illusion, Narrative, and Interactivity
- The Database

- Navigable Space
- Digital Cinema and the History of a Moving Image
- The New Language of Cinema

You will be graded on the quality of your concept and the effort of your execution. Although technical proficiency will be an asset, it shouldn't be used to conceal a weak idea. Use any form, methods or technologies at your disposal: consult me if you have any questions regarding the appropriateness of your project.

Also provide a short written statement of your project: 200 to 300 words in length. If your project doesn't include a web component, please provide web-based documentation of your work.

Upon completion, I will post these assignments online and contact the author (Manovich) and invite him to explore your work.

SCHEDULE: Class Topics

06 September 2002	Introduction: Review of course objectives, readings, assignments, projects, and grading.
13 September 2002	Workshop: Photoshop Files: file formats, size, compression Image manipulation: selection, pasting, layers, filters Image control: intensity, contrast, color, gamma, tint Found images
20 September 2002	Workshop: HTML HTML Basics: Tags, documents, links, images BBEdit: An introduction Networking: Offline/online, uploading
27 September 2002	Student-directed Instruction Review and exploration of HTML and Photoshop. Examination of topics of interest to class, potentially including: image acquisition, video, HTML, Javascript.
04 October 2002	Work session
11 October 2002	ASSIGNMENT 1 DUE: Critique Session
18 October 2002	Multimedia formats and authoring processes
25 October 2002	HTML: Tables, images, lists
01 November 2002	Video: Integration of time based medium
08 November 2002	CRITIQUE: Presentation of Assignment 2 in progress
15 November 2002	HTML: Frames, Javascript
22 November 2002	The World Wide Web: HTTP, FTP, UNIX, Servers, CGI
29 November 2002	ASSIGNMENT 2 DUE: Presentations & Critique Session

GENERAL NOTES AND GUIDELINES:

All due dates are at the start of the class of the date given. Assignments not handed in within 15 minutes of the start of class will be considered late. Late assignments will be deducted 5% per day late.

All students are expected to have new work to show at critique sessions.

Use the most appropriate materials for your project, regardless of technical correctness. For example, if your idea is best communicated via a programmable sewing machine, use it. Photoshop filters are a poor substitute for an innovative idea.

Assignments will be retained in the general office area of the Department of Media Production and Studies until December 29 and are available for pickup during this time period only.

Noteworthy dates:

- 09 September 2002 is the last day to drop a course without financial penalty
- 16 September 2002 is the last day to drop a course without a transcript record
- 15 November 2002 is the last day to drop a course with a grade of W (Withdrawal). After this date a failing grade of NP (No Paper) will be assigned for dropped courses.

Please familiarize yourself with the University of Regina's rules regarding cheating and plagiarism within the General Calendar 2002 - 2003. The Department of Media Production and Studies advises students that they are required to adhere to the University of Regina's Racial and Sexual Harassment policies outlined in the University General Calendar. In addition, the use of any live non-human animal for any or in any University-sanctioned activities cannot proceed without the approval of the protocol by the President's Committee on Animal Care.

Material Fee: "The intent of a material fee is to assist the Department of Media Production and Studies recover some of the costs of operating a course in which significant amounts of materials/supplies and other consumable/services are provided for students."

Please make daily back-ups of your work in progress. Respect others. Work hard.

RESOURCES

RESOURCES: ONLINE TEXTBOOK ILLUSTRATIONS – LANGUAGE OF NEW MEDIA (MANOVICH)

Lev Manovich: Illustrations from The Language of New Media
<http://www.manovich.net/pictures/>

RESOURCES: MANOVICH, REFERENCED WEBSITES

Antirom
<http://www.antirom.com/>

Art + Com
<http://www.artcom.de/>

Akvaario (Aquarium)
http://www.f2fmedia.net/f2f_020212/html/akvaario.html

Blair, David
<http://www.iath.virginia.edu/wax/>

Blind Rom
<http://www.xs4all.nl/~00kaap/blindrom.html>

Condon, Brody
http://www.tmpspace.com/adam_killer.html

Cosic, Vuk
<http://www.ljudmila.org/~vuk/>

Davies, Char
<http://www.immersence.com/>

Fisher, Scott
<http://www.itofisher.com/>

Galloway, Alex
<http://www.rhizome.org/carnivore/>

Goldberg, Ken
<http://www.ieor.berkeley.edu/~goldberg/>

Harwood
<http://www.mongrelx.org/>

Hershman, Lynn
<http://www.lynnhershman.com/>

Jodi.org
<http://jodi.org/>

Lanier, Jaron
<http://www.well.com/user/jaron/>

Legrady, George
<http://www.mat.ucsb.edu/~g.legrady/>

Lialina, Olia
<http://art.teleportacia.org/olia.html>

Nelson, Ted
<http://xanadu.com/>

Netomat
<http://www.netomat.net/>

Pesce, Mark
<http://www.hyperreal.org/~mpesce/>

Plumb Design
<http://www.plumbdesign.com/thesaurus/index.html>

Razorfish Design
<http://www.razorfish.com/>

Rybczynski, Zbigniew
<http://www.c3.hu/perspekt/rybczynskip.html>

Shaw, Jeffery
<http://www.jeffrey-shaw.net/>

Shulgin, Alexei
<http://www.easylife.org/>

Sims, Karl
<http://www.genarts.com/karl/>

Sommerer+Mignonneau
<http://www.mic.atr.co.jp/~christa/>

Tobreluts, Olga
<http://www.moma.org/onlineprojects/internyet/stpete02.html>

Trumbull, Douglas
<http://www.edesignw.com/>

Ultima Online
<http://www.uo.com/>

Vinyl Video
<http://www.vinylvideo.com/>

Waliczky, Tamas
<http://www.waliczky.com/>

Web Stalker

<http://www.backspace.org/iod/>

Weinbren, Grahame

<http://www.grahamweinbren.com/>

RESOURCES: HTML

Rachel Stephens: Font Size, Image Size, Basic Text Layout

<http://art-slab.ucsd.edu/ARTSLAB/web/font.html>

<http://art-slab.ucsd.edu/ARTSLAB/web/images.html>

<http://art-slab.ucsd.edu/ARTSLAB/web/align.html>

Stephen Wilson: Quick Guide to Basic HTML

<http://userwww.sfsu.edu/~infoarts/technical/howto/wilson.quickhtml.html>

Stephen Wilson: Quick Guide to Tables

<http://userwww.sfsu.edu/~infoarts/technical/howto/wilson.table.html>

Webmonkey

<http://hotwired.lycos.com/webmonkey/>

Webmonkey: Beginner Tour

<http://hotwired.lycos.com/webmonkey/frontdoor/beginners.html>

Webmonkey: HTML Cheat Sheet

http://hotwired.lycos.com/webmonkey/reference/html_cheatsheet/

Dave Raggett: Getting started with HTML

<http://www.w3.org/MarkUp/Guide/>

Dave Raggett: HTML – More advanced features

<http://www.w3.org/MarkUp/Guide/Advanced.html>

VTC: HTML 3

<http://www.vtc.com/productdetail.lasso?sku=33009>

VTC: HTML 4

<http://www.vtc.com/productdetail.lasso?sku=33067>

VTC: Javascript Fundamentals

<http://www.vtc.com/productdetail.lasso?sku=33092>

RESOURCES: PHOTOSHOP

Adobe Photoshop Expert Center (free registration required)

<http://studio.adobe.com/expertcenter/main.html>

Jim Frew: Photoshop Crash Course

<http://hotwired.lycos.com/webmonkey/design/graphics/tutorials/tutorial1.html>

Deke McClelland: The Midas Retouch
<http://www.adobe.com/web/tips/totalphs15/main.html>

Russell Brown: Hot Photoshop 6.0 Tips
<http://www.adobe.com/web/tips/phsrbhottips/main.html>

VTC: Adobe Photoshop 6
<http://www.vtc.com/productdetail.lasso?sku=33189>

VTC: Adobe Photoshop 6 Advanced Techniques
<http://www.vtc.com/productdetail.lasso?sku=33324>

VTC: Adobe Photoshop 6 for Photographers
<http://www.vtc.com/productdetail.lasso?sku=33265>

VTC: Adobe Photoshop for the Web
<http://www.vtc.com/productdetail.lasso?sku=33230>

VTC: Adobe Photoshop Special FX
<http://www.vtc.com/productdetail.lasso?sku=33088>

RESOURCES: VIDEO ON THE WEB

Apple: QuickTime Tools & Tips - Tutorials
http://www.apple.com/quicktime/tools_tips/tutorials/

Stephen Wilson: Guide to Using QuickTime on the Web
<http://userwww.sfsu.edu/~infoarts/technical/howto/wilson.quicktime.html>

Ken Stone: From Final Cut Pro to the Web
http://www.lafcpug.org/basic_export_fcp_web_1.html

RESOURCES: THE INTERNET

VTC: Web Publishing and Publicizing
<http://www.vtc.com/productdetail.lasso?sku=33298>

Oregon State University: An FTP Tutorial
<http://oregonstate.edu/aw/tutorials/ftp/>

MMH Productions: FTP Tutorial
<http://www.mediex.com/info/ftp.tutorial/>

Alan Paeth: UNIX Cheat Sheet
<http://www.sci.ouc.bc.ca/cosc/unixcheat.html>

Fetch Softworks: Frequently Asked Questions - Fetch
<http://fetchsoftworks.com/Support/faq.html>

Glub Tech: Secure FTP Online Documentation
<http://www.glub.com/products/secureftp/docs/>

RESOURCES: HISTORICAL/CRITICAL

Randall Packer: Multimedia From Wagner to Virtual Reality
<http://www.artmuseum.net/w2vr/index.html>

Jakob Nielsen: Short History of Hypertext
<http://www.useit.com/alertbox/history.html>

PBS: Triumph of the Nerds: The Rise of Accidental Empires
<http://www.pbs.org/nerds/>

PBS: Nerds 2.0.1 – A Brief History of the Internet
<http://www.pbs.org/opb/nerds2.0.1/>

Howard Rheingold: Tools For Thought: The People and Ideas of the Next Computer Revolution
<http://www.well.com/user/hlr/texts/tftindex.html>

Gregory Gromov: History of the Internet and WWW
<http://www.netvalley.com/intval.html>

Adrian Miles: Cinematic Paradigms for Hypertext
http://hypertext.rmit.edu.au/essays/cinema_paradigms/introduction.html