TIME-BASED MULTIMEDIA PROJECT

Assignment: To create a short timed based piece of multimedia art using any combination of media and multimedia software. You can use stock video library footage, your own video footage, still photography, or graphics that you create from scratch. Conceptually/thematically there are no restrictions. The final product can be abstract/experimental (ie. video art, Norman McLaren, etc). or traditional and linearly narrative (ie. short film, drama, comedy, documentary, music video, logo animation, experimental animation, etc.) Formally, your final piece must be no less than 10 seconds and no more than 10 minutes. Upon approval, you can continue to develop your midterm project as your final project.

Some Potential Ideas:
- A short film (narrative, experimental, documentary, surf film, etc. – all genres are ok)
- A music video
- The opening title sequence to a film
- A trailer to a movie (you can use the existing footage to a movie, then edit it to create your own trailer)
- A logo animation (i.e. the animations that you see before a film begins at the theater)
- A commercial (30 seconds or 1 minute in length)
- Experimental animation (i.e. Norman McLaren)
- Others may be ok (come speak to me if you have an idea not listed above)

Project Timeline and Important Dates:
- **Week 7**: Project ideas are due.
  We will have a brainstorm discussion.
- **Week 8**: Film treatment/storyboards due.
  We will have an informal critique.
- **Week 10**: 1st tests/story reel due
  We will have an informal critique.
- **Week 13**: 1st drafts due.
  We will have an informal critique.
- **Week 15**: 2nd drafts due.
  We will have an informal critique.
- **Week 17**: Final project is due.
  We will have a formal critique on this day to look at the completed projects.

Purpose/Objective:
- To go through the full creative design process for cinematic time-based projects.
- To integrate images, motion graphic design, digital video, sound effects, and music into a unified multimedia work of art.
- To effectively defend course work conceptually.

Format: There are three major parts to the assignment:
1. HTML/Flash custom interface displaying your exported Flash Video (.flv) movie(s).
   - Post flash interface and flash videos online on your class web site.
2. Exported Video (.avi or .mov) file
   - To be handed-in via either data dvd or cd or flash usb drive. Do not post online on your www2 site unless you have ample space.
3. Custom DVD Interface
   - To be handed-in as a video dvd.