# CALENDAR

<table>
<thead>
<tr>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
<th>Week 4</th>
<th>Week 5</th>
<th>Week 6</th>
<th>Week 7</th>
<th>Week 8</th>
<th>Week 9</th>
<th>Week 10</th>
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</thead>
<tbody>
<tr>
<td>1.13</td>
<td>1.20</td>
<td>1.27</td>
<td>2.03</td>
<td>2.10</td>
<td>2.17</td>
<td>2.24</td>
<td>3.03</td>
<td>3.10</td>
<td>3.17</td>
</tr>
<tr>
<td>Intro to the class, intro to all applications &amp; all assignments; Lesson: Intro to Premiere Interface, Lesson: Using Premiere tools and panels. Adding motion to still images. Adding audio; HW - Still Image Assignment due (critique); Review of the Premiere Interface. Buy MiniDV tapes</td>
<td>Lesson: Capturing Video and Audio - the full process; Recording Voice narration and adding custom sound effects; Lesson: Exporting formats and compression; Basic Text animation in AE.</td>
<td>HW - Documentary Video Assignment due (critique); Intro to Final Assignment; Lesson: 3D in AE</td>
<td>Lesson: More After Effects</td>
<td>HW – Final Project Storyboards Due; Lesson: More After Effects</td>
<td>Lesson: More After Effects</td>
<td>MID-TERM – Final Project Story reels Due;</td>
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| INTRO DAY | WORK DAY | CRITIQUE | WORK DAY | WORK DAY | CRITIQUE | WORK DAY | WORK DAY | WORK DAY | WORK DAY |

<table>
<thead>
<tr>
<th>Week 11</th>
<th>Week 12</th>
<th>Week 13</th>
<th>Week 14</th>
<th>Week 15</th>
<th>Week 16</th>
<th>Week 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.24</td>
<td>3.31</td>
<td>4.07</td>
<td>4.14</td>
<td>4.21</td>
<td>4.28</td>
<td>5.05</td>
</tr>
<tr>
<td>NO CLASS – SPRING BREAK</td>
<td>Lesson: More After Effects</td>
<td>Final Project 1st Drafts due; Lesson: More After Effects</td>
<td>Final Project 2nd Drafts due</td>
<td>WORK DAY</td>
<td>Final Project Due</td>
<td></td>
</tr>
</tbody>
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| WORK DAY | WORK DAY | WORK DAY | WORK DAY | WORK DAY | CRITIQUE |
MIDTERM CRITIQUE

• Today we will take a formal look at your progress thus far and discuss production plans for the upcoming weeks.
ASSIGNMENT

• 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.
ASSIGNMENT

TIME-BASED MULTIMEDIA 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)

Due: Week 17
ASSIGNMENT

• TIME-BASED MULTIMEDIA PROJECT
  • 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.
ASSIGNMENT

• TIME-BASED MULTIMEDIA PROJECT
  • 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.

Due: Week 17
**ASSIGNMENT**

**Due: Week 17**

- **TIME-BASED MULTIMEDIA PROJECT**
  - **Format:** There are three major parts to the assignment:
    1. HTML/Flash custom interface displaying all of your class assignments as exported Flash Video (.flv) movie(s).
      - Post flash interface and flash videos online on your class website.
    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.
ASSIGNMENT

• TIME-BASED MULTIMEDIA PROJECT #1
  • Assignment:
    • To create a short time-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.

Due: Week 10