

NYU Abu Dhabi

Communications Lab

IM-UH 1011 001

Classroom: Arts Center (C3-112)

Time: Tuesday 08:30 AM - 09:45 AM, Thursday 08:30 AM - 11:10 AM

Instructor: Dr. Domna Banakou

Email: domna.banakou@nyu.edu

Office: C3 147A

Office Hours: By Appointment/Zoom

Prerequisites: None

Credit Hours: 4

NYUAD IM Comm Lab Website - <https://www.commlab.nyuadim.com/>

NYUAD IM Comm Lab Code - GitHub Repository

NYUAD Arts Booking - Equipment Center Checkout

Course Description

Communications Lab is a production based course that surveys various technologies including web development, sound, 2D design, digital imaging, video, effects and animation. The forms and uses of these communications technologies are explored in a laboratory context of experimentation, collaboration, and discussion. Much of class time will be spent introducing and playing with equipment and software essential to media production and contemporary storytelling. Each technology is examined as a tool that can be employed and utilized in a variety of situations and experiences. Students will gain fundamental experience thinking, writing, and producing across a variety of media. The world wide web will serve as the primary environment for content delivery and user-interaction. Principles of interpersonal communications and media theory are also introduced with an emphasis on storytelling fundamentals, user--centered design, and interactivity. Outside of the classroom, students will work both individually and in assigned groups on a variety of assignments. Each major assignment will have a written and practical component. In sum, students will be expected to complete weekly readings, homework exercises, four major group assignments, and one final web portfolio project.

Course Learning Outcomes (Linked Program Learning Outcomes)

- Develop a fundamental skill set for producing media assets and writing across a variety of media forms (PLOs 5,6)
- Gain experience and confidence working with media production equipment and software (PLOs 5,6)
- Learn how to leverage production processes to take an idea and make it come to life (PLOs 5,6,7)
- Learn how to apply storytelling and user- centered principles towards media production, writing, interaction design, and web design and development (PLOs 2,3,6)
- Learn the fundamentals of client-side web development, specifically HTML, CSS and Javascript (PLO 5)
- Gain ability to design and develop web pages that communicate a story by leveraging media and web-based interactions (PLOs 2,3,5,6,7)

- Gain experience collaborating with others in both creative and technical processes (PLOs 7,8)
- The Program Learning Outcomes (PLO) are described below.

Teaching Methodology

This course takes a project-based active learning approach with the intention of providing students with as much hands-on experience as possible. Classes move quickly through each technology, first providing a theoretical foundation along with technical instruction, and then encouraging students to learn through play, experimentation, collaboration, and exploration. Individual classes will include lectures, discussions, examples, workshops, group work, and presentations. Outside of the class, students will engage in both individual and group work. Group collaboration is a fundamental component of this course. The overall intention is not mastery in any one domain, but meaningful and tangible exposure to a range of processes, technologies, and media.

Course Mission - L.E.G.S.

- Learn -- skills, tools, processes, techniques, resources
- Explore -- challenges, risks, failures, adventures, dreams
- Grow -- advance, empower, progress, reflect, repeat
- Share -- describe, document, communicate, contribute, participate

Grading

Grading Breakdown

- Attendance: 10%
- Class Participation: 10%
- Homework: 10%
- Major Assignments-: Projects (4x15%): 60%
- Final Assignment: Final Project 10%

Books

- Chris Crawford - "Interactive Storytelling"
- Scott McCloud - "Understanding Comics"
- Walter Murch -- "In The Blink Of An Eye"
- Janet Murray - "Inventing the Medium"
- Neil Postman -- "Amusing Ourselves To Death"

Equipment

- Laptops (IM)
- Sound Recorders (EC)
- DSLR Camera (EC)
- Green Screen Studio
- Storage Drive

Attendance

- Attendance is mandatory. Every class builds off the preceding one so it is vital to be present and on time for every lesson.

- Unexcused absences or habitual lateness will negatively impact both your final grade for the class and your attendance grade. If you are going to be late or absent, please email me in advance. If you have an emergency, please let me know as soon as you can.
- More than one unexcused absence will result in a 5-percentage point drop in your attendance grade per absence. The attendance grade starts at 97. After four unexcused absences, you will fail the class.
- Technical Workshop attendance is absolutely mandatory. If you miss a technical workshop, you will not be allowed to use or check-out equipment. There are no exceptions to this.
- Participation
- Engaging in class discussions and offering advice, input, feedback, etc during class is a major part of your grade. Participating in class is helpful for me to get to know you as an individual and keep track of your progress. What is equally important is that it provides you and your classmates the opportunity to learn from each other through the sharing of failures, successes, and insights on the work you are doing.
- All assignments must be turned in on time.
- Be prepared to work in groups on the assignments.
- You are expected to present your work in class on time. Explaining your work to other people is a great way to better understand the material and answer questions for yourself.
- Ask questions. If you do not ask questions, I can only assume you understand the material completely.
- Academic Integrity
- NYU Abu Dhabi expects its students to adhere to the highest possible standards of scholarship and academic conduct. Students should be aware that engaging in behaviors that violate the standards of academic integrity will be subject to review and may face the imposition of penalties in accordance with the procedures set out in the NYUAD policy.
- Interactive Media Program Learning Outcomes
- Upon completion of the major in Interactive Media at NYU Abu Dhabi, all students are expected to have fulfilled the following:
 - Research and Understanding: IM students will cultivate a substantive understanding of the past, present, and future landscape of Interactive Media.
 - Analytical Thinking: IM students will be challenged to answer fundamental questions relating to the field of Interactive Media.
 - Conceptual Thinking: IM students will develop conceptual skills through the use of computational and interactive media tools to create project-based work and project oriented research.
 - Critical Thinking: IM students will refine their critical thinking skills by analyzing and critiquing work in cultural, social, historical, ethical, and aesthetic contexts.
 - Technical Implementation: IM students will cultivate technical skills with contemporary media technologies to execute their coursework.
 - Creative Processes: IM students will gain the ability to explore, innovate, and realize creative ideas in multiple fields of inquiry and interest.
 - Organization and Communication: IM students will develop professional practices of delivering and sharing their work.
 - Collaboration: IM Students will gain experience in collaboration through active participation in group and team-based work.

Week 1

Introduction

Class Introduction

- Lecture - [Introduction](#)
- Student Introductions
- Overview + Syllabus
- Work Examples
 - Comics
 - [The Boat](#)
 - [Crossing Divides](#)
 - [Bus Bunching](#)
 - Sound & Music Video
 - [I Miss The Office](#)
 - [Voyages - Travel Sounds From Around the World](#)
 - [What Song Are You Listening To? NYC](#)
 - [Baroque.me](#)
 - Video Editing & Visual Effects
 - [Saadiyat Sunset](#)
 - [This Is A Generic Brand Video](#)
 - [Screen Grab](#)
 - [Sour Music Video](#)
 - [Zach King Instagram Videos](#)
 - [The Wilderness Downtown](#)
 - Video Animation & Stop Motion
 - [Marcel the Shell](#)
 - [Deadline: Post-It Stop Motion](#)
 - [Dumb Ways to Die](#)
 - Web Developer Portfolio
 - [Interactive Resume of Robby Leonardi](#)
- Resources
 - [Webby Awards](#)
 - [Natl. Film Board of Canada - Interactive](#)
 - [Web Kid - Interactive Journalism](#)
 - [Chrome Experiments](#)
 - [The Centrifuge Brain Project Mockumentary](#)

Homework - due before start of next class

- **JOIN** Interactive Media Discord server #commlab and post an introduction to #introductions. Discord invite is in your email.
- **PICK** one of the work examples above and write a couple of thoughts about it on Brightspace. Due before start of next class.
- **READ** Neil Postman - Amusing Ourselves To Death
 - Write down some thoughts on the reading on Brightspace. Due before start of next class.
 - To what extent did the author's vision turn out to be correct? How did it turn out to be wrong?
 - If one city (U.S. or not) was to be the icon of our technological age, what would it be?
 - What are some things that are harder to communicate online? What are some things that are easier?
- **READ** Web Tuts "Introducing Wireframes to Your Design Process"

30FF / Wireframing

Discuss Homework

- Amusing Ourselves to Death
- Example work

30 Minute Film Festival

- Getting videos out of your phone:
 - USB cable (Android File Transfer for Android, iPhotos for iOS)
 - Upload them to Google Drive/iCloud
- Editing videos with:
 - iMovie (Mac)
 - Microsoft Photos (Windows)

Wireframes

- Lecture Notes
- Website Wireframe Beginner's Guide: Processes, Tools, & Examples

Discuss Assignment #1 - Personal Website

Adobe XD Intro

- Recorded demo: link
- Transferring your sketches onto XD
- In the future, feel free to use XD to sketch out your wireframes
- NYUAD Public Computers / Software list

Homework (due before next class)

- **CHOOSE** how to make your wireframe. You can use Adobe XD (trial version or in the library), another tool, or make drawings by hand
- **FINISH** a "Basic Wireframe" for your 30MFF World Premiere Site using Adobe XD, other software, or hand drawings. Be prepared to share your work next class. Submit your wireframe to Brightspace.
- **READ** Scott Murray's Interactive Data Viz "[Chapter 3 Technology Fundamentals](#)" (starting on page 15)

WEEK 2

Web Fundamentals

Review Wireframes Homework

Web Development Fundamentals

- Lecture - [Web Fundamentals](#)
- Edu Links
 - HTML
 - W3 - [HTML5 Tutorial on W3C](#)
 - W3 - [HTML Tag Reference on W3C](#)
 - MDN - [Introduction to HTML](#)
 - MDN - [HTML Elements](#)
 - Web Platform - [The Basics of HTML](#)
 - HTML Dog - [HTML Tags](#)
 - CSS
 - W3 - [CSS Tutorial on W3C](#)
 - MDN - [Getting Started with CSS](#)
 - Web Platform - [Getting Started with CSS](#)
 - Videos
 - [Don't Fear The Internet](#)
 - Lynda.com - [HTML Essential Training](#)
 - Interactive Tutorials
 - Codecademy - [HTML & CSS](#)
 - Khan Academy - [HTML/CSS Making WebPages](#)
- Example Code
 - [Comm Lab Code Examples GitHub](#)

Homework (due before next class 09/07)

- **DOWNLOAD**

- [Atom](#) or [Visual Studio Code](#) or [Sublime Text 3](#)
- **EXPLORE** the "Edu Links" listed above
- **READ** [The Importance of Color, Font, & Icons](#)

Web Fundamentals Workshop

Workshop - Making A Web Page

- Recorded demo: [link](#)
 - Must include:
 - A title
 - A paragraph
 - A link
 - An image
- Embedding videos
 - [HTML Video \(W3Schools\)](#)
 - [HTML YouTube Videos \(W3Schools\)](#)
- Additional CSS Layout Resources
 - [Learn CSS Display Property in 4 Minutes \(inline vs block, div vs span\)](#)
 - [Learn CSS Position \(static, relative, absolute\) in 9 Minutes](#)
- Vertical Centering using Flexbox (Advanced)
 - [Centering Things with CSS Flexbox](#)
 - [Flexbox - align center screen \(Codepen\)](#)

Homework (due before next class 09/12)

- **START** building a web page with HTML and some CSS for your 30MFF World Premiere Site. We'll cover layout more next week, but for now get the main content into the page or pages (if you have more than one) and set up links. Think about what kind of interaction you want to happen. Be prepared to share your progress in class.

WEEK 3

Web Design

Review homework

Web Design

- Lecture - [Web Design Fundamentals](#)
- Examples
 - [Paperplanes.world](#)
 - [Google - Jigsaw](#)
 - [Kickstarter](#)
 - [Air BnB](#)
 - [NY Times](#)
 - [LA Times](#)
 - [Liberation](#)
- Resources
 - [Internet Archive - Wayback Machine](#)
 - [Awwards - Color Schemes](#)
 - [Creative Commons image search](#)
 - [Creative Commons images on Flickr](#)

Homework (due before start of next class 09/14)

- **READ** [Janet Murray - "Inventing the Medium"](#)
 - Add** your thoughts on Brightspace. Be ready to share your thoughts during next class.
 - How can technologies affect the formation of cultures?
 - What are some of the challenges when it comes to designing for digital media?
- **READ** [CSS Positioning 101](#) (for technical resources just read and understand, no feedback necessary)
- **DOWNLOAD**
 - [GitHub Desktop](#)
- **WATCH**
 - [Learn CSS Display Property in 4 Minutes](#) (inline vs block, div vs span)
 - [Learn CSS Position \(static, relative, absolute\) in 9 Minutes](#)

Web Layout

Discuss Readings

- Janet Murray - Inventing the Medium

Web Development 2.0

- Lecture - CSS Styling
 - Fonts
 - Google Fonts
 - Font Awesome
 - Colors
 - Paletton
 - Layout
 - CSS Positioning 101
 - Learn CSS Display Property in 4 Minutes (inline vs block, div vs span)
 - Learn CSS Position in 9 Minutes
 - Media Queries on W3C
 - Media Queries on MDN
 - Google - Responsive Web Design Basics
 - Google - Responsive Web Design Patterns
 - Tips
 - CSS Tricks - Full Page Background Image
 - CSS Tricks - Text on Image
 - Templates
 - HTML5 Boilerplate
 - Bootstrap
 - Bootstrap Tutorial
 - Lecture references
 - Modernizing Arabic Type for a Digital Audience

Workshop

- **DOWNLOAD**
 - GitHub Desktop
 - Additional GitHub tutorials
- **UPLOAD** your website to GitHub pages
 - Create a GitHub account
 - Video Demo
 - Create a GitHub Pages Website and upload your work to it.

Homework

- **READ**
 - MDN JavaScript Basics
 - JavaScript section of Ch.3 - Interactive Data Viz for the Web by Scott Murray
- **WATCH**
 - JavaScript video demo

WEEK 4

Web Interactivity

Intro to JavaScript

- Lecture - [Intro to JS](#)
- Data Types
- The Document Object
- Selectors & Click Events
- Conditionals
- JavaScript Resources
 - [Pierre's video demo](#)
 - [JavaScript For Cats](#)
 - Codecademy "[Build Interactive Websites](#)"
- JavaScript Examples
 - [Hide content - uses the correct coding style for our class](#)
 - [Toggle hide and show](#)
 - [HTML DOM animation](#)

Homework (due before start of next class 09/21)

- **ADD** some interactivity to your website
- **FINISH** Assignment #1
 - Submit a link to your GitHub Pages site using Brightspace
 - Be prepared to show your work in class

EC Workshop (Mandatory attendance) / Assignment #1 Due

Connect2 & Editshare Workshop

- [Connect2 equipment booking](#) (on-campus or VPN required)

Present Assignment #1

Homework (due next class 09/26)

- **READ** [Chris Crawford Ch.1 Storytelling](#). Add your thoughts to Brightspace and be prepared to share during next class:
 - What is the point of storytelling?
 - What do you think of the author's distinction of pattern thinking and linear thinking?
 - What are some important components of stories?

- **CREATE** a story in 3 Images (a.k.a. the power of sequencing) - collect 3 images (your own photos, screen grabs, doodles, cut from magazines, etc) that "tell a story" in *TWO* different ways. Each version **MUST** have a beginning, a middle, and an end. Include your two different sequences of the images on Brightspace. Be prepared to share during next class.

WEEK 5

Storytelling Fundamentals

Review Homework

- Discuss Readings
- Share 3 Image Stories

What Is A Story?

- Lecture - [Storytelling Fundamentals & Sequential Art](#)
- [The Significance of Plot Without Conflict](#)
- [Ira Glass - Storytelling Part 1 of 4](#)

Discuss Assignment #2

Introduction to 2D Design & Software

- Lecture - [Intro to Digital Imaging](#)

Homework (due next class 09/28)

- **READ** Ch.1 through 4 of Scott McCloud's "[Understanding Comics](#)" - (pick up your copy from the Bookstore if you haven't already)

Visual Design

Workshop - complete the Photoshop and Illustrator tutorials and assignments on your own time

- Come work in the classroom (bring headphones for the video tutorials) or do on your own time
- [Computer lab locations \(Creative Cloud\)](#)
- Login with a personal Creative Cloud account to unlock the full suite on the lab computer, and remember to log out of CC at the end
- If Creative Cloud is already signed in (e.g. Photoshop already works) make sure to sign out with Help->Sign Out and then sign in with your account

- You can contact [Academic Tech](#) with any issues
- **Submit** your work using Brightspace Assignments - once you've submitted, you're done!

Photoshop - "Compositing Images"

- Watch the [Photoshop video demo](#)
- Composite two images with one another to make a new image. Submit the image using Brightspace.

Introduction to Illustrator

- Video demo here: [Illustrator Video Demo](#)
- Create an image using Illustrator
- Export that image as an SVG and put it on a page on the web. Add a link to your SVG page on Brightspace.

Adobe Creative Suite Resources

- Adobe Photoshop
 - [Create An Animated Gif In Photoshop](#)
 - Open Source Alternative - [GIMP](#)
- Adobe Illustrator
 - [MDN - SVG Getting Started](#)
 - [SVG Styling Properties](#)
 - Responsive SVGs
 - [How To Make SVGs Responsive](#)
 - [Making SVGs Responsive with CSS](#)
 - Open Source Alternative - [Inkscape](#)
 - SVG JS Libraries
 - [RuneJS](#)
 - [TwoJS](#)
 - [RaphaelJS](#)
 - [PaperJS](#)
 - [p5JS - SVG Library](#)
- [What Is InDesign?](#)

Homework (due 10/03)

- **SUBMIT** Your Photoshop image and website with SVG using Brightspace.
- **READ** Ch.5 through 9 of Scott McCloud's "[Understanding Comics](#)"
- **EXPLORE** Adobe Suite Tutorial Video(s)
 - Adobe Illustrator
 - [How To Create Computer Peripherals \(this covers many basics\)](#)

- [Design a Flat Hipster \(also covers many basics on creating and altering simple shapes\)](#)
- [Adobe - Illustrator Tutorials](#)
- [Tasty Tuts - Adobe Illustrator Tutorials](#)
- [75 Best Adobe Illustrator Tutorials \(can select Beginner, Intermediate and Advanced\)](#)
- Adobe Photoshop
 - [Adobe - Photoshop Tutorials](#)
 - [Tasty Tuts - Adobe Photoshop Tutorials](#)
- [Lynda.com Tutorials - Adobe Illustrator & Adobe Photoshop Essential Training](#)

WEEK 6

CSS Flexbox / Grid

Review Homework

- Discuss Readings and progress on wireframes/scripts

CSS Flexbox Examples

- CSS Flexbox
 - [A Complete Guide to Flexbox](#)
 - [Flexbox CSS in 20 Minutes](#)
 - [Flexbox Center \(Codepen\)](#)
 - [Flexbox - align center screen \(Codepen\)](#)
 - [Flexbox Playground \(Codepen\)](#)
 - [CSS Flex Responsive \(w3schools\)](#)
- CSS Grid
 - [CSS Grid Layout Module \(w3schools\)](#)
 - [Grid by Example - defining a grid \(video\)](#)
 - [CSS Grid example](#)

Homework (due next class 10/05)

- **READ** [Rafael Rozendaal - Exhibition catalogue](#)
- **COMMENT** on one of Rafael Rozendaal's [websites](#)
 - Write down some thoughts on Brightspace:
 - How does the title of the website relate to the visuals?
 - What kind(s) of emotion(s) and idea(s) are being expressed?
 - How is color, motion, sound, and interactivity used to convey these emotions/ideas?
- **SUBMIT** project groups in Brightspace → Groups (max 4).

- **START** Writing scripts and drawing storyboards / wireframes for Comic project.

JavaScript libraries

Review Homework

- Share progress on the comics
- Discuss Readings

Workshop with parallax

- Video demo [here](#)
- Make a webpage with a scroll animation, which tells a story. Add a link to your page to Brightspace Assignments.

Working with JS and libraries

- [jQuery - A JavaScript "DOM" Library](#)
- [Intro to jQuery at W3C](#)
- [jQuery Selectors: The Absolute Basics](#)
- [jQuery API Documentation](#)
- [How jQuery Works](#)
- Codecademy - [jQuery Tutorial](#)
- [Animate On Scroll \(GitHub\)](#)

Resources

- [jQuery Scroll Path by Joel Besada](#)
- [Vertical Parallax Scrolling Firewatch \(JS only\)](#)
- [Rellax - Lightweight Vanilla JS Parallax Scrolling](#)
- [33 Enticing Scrolling Effects \(includes Animate Scroll, Scroll Path, and Skrollr\)](#)
- [JInvert Scroll](#)
- [Skrollr](#)
- [18 Stunning Parallax Scrolling Sites \(per Yousra!\)](#)
- [Parallax Scrolling \(parallax.js\)](#)
- [Parallax Scrolling from Scratch](#)
- [Flexbox Guide](#)
- [Lorem Ipsum Generator \(please use for prototyping only\)](#)
- [Virtual Computer Lab \(vcl.nyu.edu\) for access to Adobe Creative Suite](#)

Public Domain Images

- [Smithsonian Open Access](#)

- [MOMA Public Domain Images UK](#)
- [Raw Pixel Public Domain Images](#)
- [The Met Open Access](#)
- [Getty Images](#)
- [Digital Archive of Soviet Children's Book Illustrations](#)

Homework (due next class 10/10)

- **MAKE** a webpage with a scroll animation, which tells a story. Submit a link to your page using Brightspace Assignments.
- **WORK ON** Images & Wireframes for Assignment #2. Start coding layout of website. You should have a basic coded version of your website ready for next class.

WEEK 7

Responsive Design / p5.js

Responsive Design

Overview of [p5.js](#)

- [p5.sound](#)
- [Load and Play Sound](#)
- [Simple animation example](#)

CSS tip - absolute positioning inside relative

- [Absolute Positioning Inside Relative Positioning](#)

Homework

SUBMIT your Comic Assignment link and documentation using Brightspace Assignments. Be prepared to present your work next class.

- Your presentation is limited to 10 minutes! Please prepare accordingly.

Assignment #2 Comic Due

Present Comic Assignment

- Each group gets 15 minutes to present

Introduction to Sound

- Lecture / Discussion - [Intro to Sound](#)

Discuss Assignment #3

WEEK 8

FALL BREAK - NO CLASS

WEEK 9

Intro To Sound / Audacity Workshop

Please bring wired headphones for the Audacity sound editing workshop!

Introduction to Sound (continue)

- Examples/Inspiration
 - Narrative
 - [NYU - Conversations with Andrew Hamilton](#)
 - [NPR - Story Corps](#)
 - [Kickstarter - Just the Beginning](#)
 - [The Sound of Stenciling](#)
 - Site Specific
 - [Janet Cardiff - Her Long Black Hair](#)
 - [Barbican Museum - Let's Take A Walk](#)
 - [Under the Clouds](#)
 - [Dear Architects: Sound Matters](#)
 - Maps
 - [Radiooooo](#)
 - [Kyle McDonald - Spotify Serendipity](#)
 - Remix
 - [Little Children Movie Trailer Soundscape](#)
 - [Jaam - The Fresh Prince Remix](#)
 - [Girl Talk: All the samples](#)
 - [Untrue: the making of a masterpiece](#)

- Sonification
 - [Sonify - WiFi](#)
 - [Brian House - Quotidian Record](#)
 - [Listen to Wikipedia](#)
- Performance
 - [Beat Box with Siri](#)
 - [Orson Welles - War of the Worlds](#)
- Programmatic
 - [Patatap](#)
 - [Jazz Computer](#)
 - [Chrome Music Lab](#)

- [Various Others](#)
 - [Chrome Music Lab](#)
 - [Star Wars - Throne Room](#)
 - [Star Wars Minus Williams - Throne Room](#)
 - [What Is Foley?](#)
 - [Tom Waits - What's He Building](#)
 - [Napoleon XIV: They're Coming To Take Me Away](#)

Workshop: Intro to Audacity

- Recorded demo: [link](#)
- Alternate recorded Demo: [Recording with Audacity \(18 minutes\)](#)
- Make a soundscape from your hometown
- Find [related files](#) in Github repo for Comm Lab.
- Finish and submit your soundscape before next class (see homework below)

Software Resources

- [Audacity](#)
- [Audacity Tutorials](#)
- Resources
 - [Free Sound](#)
 - [Archive.org](#)
 - [Free Music Archive](#)
 - [CC Trax](#)

Homework

- **MAKE** a 60 to 90 second audio soundscape of your hometown and submit a link via Brightspace (*due tomorrow*)
- **LOOK** over free audio resources
 - [Free Sound](#)
 - [Archive.org](#)
 - [Free Music Archive](#)
- **MAKE A GROUP** of 4 people for your sound piece and create your group in Brightspace. The group CANNOT be the same as for the Comic project (*due 10/24*).
- **WORK** with your group to brainstorm ideas for your sound piece.
 - WRITE a rough script for your sound piece.
 - BEGIN making a list of what audio clips to record and collect.

Equipment Center Sound Workshop

Equipment Center Sound Recording Workshop - Mandatory attendance

- Learn about sound recording equipment available from the EC
- Please be on time (in class and ready at start of class)
- Sound equipment for our class
 - Zoom H4n audio recorder - [Manual](#)
 - 1x SD card 8gb or 16gb
 - 4x AA rechargeable batteries
 - 1x La Crosse AA Charger
 - 1x Universal Plug Adapter
 - 1x Headphones
 - 1x Mini-USB cable (for getting files off Zoom H4)
- Alternate resource
 - [Vimeo Video School - How to Get Great Audio Without a Recorder](#)

Sound Assignment Check-In

- Share project ideas

Homework (due next class 10/31)

- **WATCH** [Kirby Ferguson's Embrace the Remix](#)
 - **WRITE** down some thoughts in Brightspace:
 - Do you agree with Kirby Ferguson that everything is a remix? Why or why not?
 - In what ways might your own creative practice involve remix?
 - How does the fact that many works come in a digital form impact their role in remixing?

- **WORK** on your sound project

WEEK 10

Sound Interactivity on the Web

Sound Interactivity on the Web

- Lecture / Discussion - [Basics of Sound on the Web](#)
- Video demo - [Basics of Audio Element, Using Tone.js](#)
- Example site
 - [Paul meets Siri](#)
 - [AudioExamples/Paul_Siri \(GitHub\)](#)

Resources

- JS Libraries
 - [p5 Sound Library References](#)
 - [HowlerJS Library](#)
 - [ToneJS Library](#)
 - [ToneJS Examples](#)
 - [Including ToneJS from CDN](#)
 - [Stuart Memo](#)

Homework (due 11/02)

- **REVIEW** Interactive Audio Examples:
 - Pick a sound example from week 9 and write down some thoughts in Brightspace:
 - What role does audio play in the purpose of these sites? What is it communicating?
 - If the piece you listened to wasn't interactive, what would an interactive version look like?
 - What modes of interaction result in hearing the audio, and how does that relate to the tone or feel of the site? In other words, what does that relationship do for the user experience?
 - (BONUS) Have you found an example of an interactive audio site that is particularly inventive or engaging? What makes it so?
- **WORK** on your sound project
- **PREPARE** to share your sound project ideas next class.

Sound Project Work Session / Guest Lecture (TBA): Sound Theory and Design

Lecture by (TBA): Sound Theory and Design

Bring headphones if working on lab computers

Work with your group (OK to work outside classroom, e.g. recording sounds)

Homework (due 11/07)

- **FINISH** your sound assignment
- **SUBMIT** a link to your sound assignment to Brightspace
- **PREPARE** a short presentation of your sound assignment (present in class)

WEEK 11

Sound Assignment Due / Video Storytelling

Present Sound Assignment #3

Discuss Assignment #4 Video

Homework (due next class 11/07)

- **REVIEW** work examples
 - [7 Deadly Sins](#)
 - [Infinite Bad Guy](#)
 - [Infinite Bad Guy tech](#)
 - Write down your thoughts in Brightspace:
 - How is user interaction designed to organize the experience (Infinite Bad Guy) or content of the site (7 Deadly Sins)? How does the interaction make the user a part of the experience (what role do they have)?
 - What might be another way to organize the content in 7 Deadly Sins? or Infinite Bad Guy?
- **JOIN** into groups for the video project on Brightspace
- **WATCH** Every Frame Is A Painting "[Akira Kurosawa - Composing Movement](#)"
- **WATCH** Lewis Criswell "[Colour In Storytelling](#)"

Video Equipment Workshop - Video Production

Video Equipment Workshop - Meet on time at beginning of class!

Introduction to the Moving Image

- Lecture / Discussion - [Video Fundamentals - Storytelling with the Moving Image](#)
- More Examples/Inspiration:
 - [The Late Shift Movie](#) & [Bandersnatch](#)
 - [7 Deadly Sins](#)
 - [The Faith Project](#)
 - [The Source - Conversations with Doug Aitken](#)
 - [Do Not Track](#)
 - [In Limbo](#)
 - [The Wilderness Downtown](#)
 - [Performing Arts With Google](#) + [AFrame JS Library](#)
 - [Within Films 360 Films](#) & [Clouds Over Sidra](#)
 - [Bear71 An Interactive Documentary](#) + [Bear71 Web VR](#)
 - [A Way To Go VR Experience](#)
 - [Peanut Gallery Films](#)
 - Animation & Effects Examples
 - [Western Spaghetti](#)
 - [White Stripes - Button to Button](#)
 - [How To Make A Stop Motion Video](#)
 - [Animation with Overhead Transparency](#)
- Green Screen & Compositing - Inside Game of Thrones

Homework (due next class 11/14)

- **WATCH** recorded [Intro to Premiere Pro](#)
- **BEGIN** a rough script for your video piece.
- **SKETCH** some storyboards and wireframes.
- **WATCH** [The Cutting Edge - The Magic of Movie Editing \(2:21 - 6:12\)](#)
- **READ (optional)** [Shinobu Hashimoto's account of writing the screenplay for Ikiru](#)

WEEK 12

Video Editing / Video Effects / Animation and Visual Effects

Stages of Video Production

- Lecture - [Stages of Video Production](#) (accompanying slides for the video lecture, includes links to youtube videos shown)

Discuss

- *IKEA Commercial* - in-class analysis of composing and editing for storytelling purposes [[Link to YouTube video](#)]
- *A Social Distance* [[Link to Vimeo video](#)]

Resources

- [The Art of Editing in The Good, the Bad, and the Ugly](#)
- Lynda.com - [Foundations of Video - The Art of Editing](#) - sign in with organization account
- [Adobe Premiere CC Keyboard Shortcuts](#)
- Robert Castillo's "S.P.I.C. The Storyboard of My Life" - [The Bottle Incident](#) & [The Bread Mess](#)
- Vimeo Video School "[An Introduction to 3 Point Lighting](#)"

Editing with Premiere

- Recorded demo [here](#)
- Create an edit by using footage from Editshare, [downloading videos from youtube](#) or from [stock footage](#) or from footage you already have
 - Theme: *WHY*
 - Between 30 and 120 seconds, at least 6 different clips
 - Submit your video to Brightspace

Animating with After Effects

- Recorded lecture [here](#)

Resources - Animation and Visual Effects

- General
 - [Adobe After Effects Tutorial Page](#)
 - [Learn After Effects In 20 Minutes](#)
- Character Animation
 - [Puppet Tutorial - Animate A Person](#)
 - [Character Animation With A Photoshop File](#)
- [Motion Tracking](#)

- [Rotoscoping to create clone of character](#)
- Green Screen with Garbage Matte
 - [Using A Green Screen](#)
 - [After Effects Garbage Mattes](#)
 - [Advanced Green Screen - Building Fall](#)
- [Basic Typography & Motion Graphics](#)
- [Vimeo Scary Special Effects Part Boo](#)
- [Tutorial: Getting Started with Content-Aware Fill \(object removal\)](#)

Homework (due 11/16)

- **SUBMIT** your completed WHY video to Brightspace
- **WORK** on Assignment #4
 - FINALIZE script and storyboards.
 - CREATE shot list.
 - START SHOOTING video and audio.
- **READ** [In The Blink Of An Eye](#) (pp.1-37, until "Afterword: Digital Film Editing")
 - **ADD** some thoughts to Brightspace:
 - What does one have to keep in mind when editing a movie?
 - What goes into choosing, and making a good cut?
 - Take a scene from a favorite movie (or commercial) and give examples of where it is using one of the Six Rules for a cut.
 - What might a "blink" be in a web-based interactive piece?
- **WATCH (OPTIONAL)** [How Star Wars was saved in the edit \(YouTube\)](#)

Video Interactivity

Review "Why" Videos

Review Reading

Video Interactivity

- [Lecture notes](#)

More Code Examples

- [Find code here](#)

Resources - Video on the Web

- [MDN: video file formats](#)
- [W3Schools Fullscreen Video](#)
- [Vimeo Help Desk](#)
- [Vimeo Player Parameters](#)
- [Vimeo SDK Reference](#)
- [YouTube Embed Parameters](#)
- [Controlling YouTube Videos with JS \(from 2015\)](#)
- [Plyr Media Player](#)
- [Plyr Github Link](#)
- [YouTube Fullscreen Background Demo](#)

Homework (due 11/21)

- **FINISH** SHOOTING video and audio.
- **BEGIN** editing video and audio.
- **CREATE** layout of website and interactions.

WEEK 13

CSS Transitions + Animations - Work Session

CSS Transitions

- [CSS Transitions \(w3schools\)](#)
- [transition \(CSS-Tricks\)](#)
- [Using CSS transitions \(MDN\)](#)
- [Using transitions to make JavaScript functionality smooth](#)
- [CSS Transitions + JS \(CodePen\)](#)

CSS Animations

- [CSS Animations \(w3schools\)](#)
- [animation \(CSS-Tricks\)](#)
- [Using CSS animations \(MDN\)](#)
- [animista.net - generate CSS animation code](#)
- [Trigger CSS Animation with JavaScript \(Codepen\)](#)
- [Trigger CSS Animation with jQuery \(Codepen\)](#)
- [Advanced: Controlling CSS Animations and Transitions with JavaScript \(CSS-Tricks\)](#)

Group work session

Homework (due 11/23)

- **FINISH** your video production
- **FIX** all of the smallest issues
- **FINISH** website and interactions
- **ENSURE** your layout is responsive in all orientations and screen sizes
- **ADD** your completed site to Brightspace-Assignments->Assignment 4 Video
- **PREPARE** to present your work in class

Portfolio Websites/Assignment #4 Video Due

Present Assignment #4

Discuss Final Assignment

Portfolio Websites

- Lecture - [Portfolio Websites](#)

Personal Website Examples

- [Petra Cortwright](#)
- [Constant Dullaart](#)
- [Martine Syms](#)
- [aaron montoya-moraga](#)
- [Talia Cotton](#)
- [Jenna Sutela](#)
- [Julius Volz](#)
- [Chris Bolin](#)
- [Kohei Nawa](#)
- [Bruno Simon](#)
- [Laurel Halo](#)
- [Mina Kim](#)
- [Pat Shiu](#)
- [Bret Victor](#)
- [Agnes Cameron](#)
- [Laurel Schwulst](#)

Homework (due 11/28)

- **READ** [My Website is a shifting house next to a river of knowledge. What could yours be?](#)
- **ADD** your thoughts to Brightspace
 - What are some of the metaphors the author uses for a website? What are some other metaphors we could use?
 - Are interesting websites only for/by artists? Why? Why not?
 - Take a look at the author's [Arena channel](#) and pick a quote. Why did you pick this one?
- **PICK** a personal website from the list and write down some thoughts in Brightspace:
 - What kind of feeling do you get from the overall direction of the website? What kind of personality does it convey?
 - To what extent do you get a good grasp of which kind of person is the website's creator?
 - Are there any unusual aspects that you've found unique or interesting?

WEEK 14

Webdev Review

Review reading - [My Website is a shifting house / personal websites](#)

Responsive Web Design

- [Responsive design tutorial - Learn responsive web design in 5 minutes](#)
- [HTML Responsive Web Design](#)
- [Responsive Web Design - Introduction](#)

Web Developer Tools

- Lecture - [Web Developer Tools](#)
- [What are browser developer tools? \(MDN\)](#) - Firefox developer tools
- [Chrome DevTools Overview](#)
- [04 SimpleJavascript code example \(GitHub\)](#)

Homework (11/30)

- **READ** [Against A User-Hostile Web](#)
- **MAKE** wireframes for your portfolio site for both laptop and phone screens. You can draw your wireframe or use Adobe XD or similar tool.

WEEK 15

Other topics / Review

Other topics / Review / In-class Worktime

- **FIX** all of the smallest issues in your portfolio
- **ENSURE** your layout is responsive in all orientations and screen sizes
- **DUE** Final Portfolio Assignment is due on 12/07. No documentation due
- **ADD** your portfolio link to the Brightspace

Final Project Worktime

Homework

- **FINISH** your portfolio and submit the link via Brightspace (due 12/11)

Final Class - Portfolio Due Course Review

- **Portfolio presentations**
- [Course Evaluation Form](#)