ARTD 378

Multimedia Design I

Course Syllabus

Fall 2015	CRN 10673	**September 28th – December 3rd, 2015**
Instructor: John Park	**Office:** Room 101, MillRace Studio I
Office Hours: Tuesdays 11:00-11:50am (Hearth Café) + Wednesdays 11:00-11:50am (Millrace Rm 101)	**Email**: park@uoregon.edu

Class Hours: Monday/Wednesday 3:00 PM – 5:50 PM
Location: 113a Millrace Studio 1
Course Fee: $50 ($10 course + $40 studio/lab)
Optional Text: *Form+Code* by Casey Reas *, Generative Design* by Hartmut Bohnacker

Suggested Online Resources: Processing.org, lloveqc.org, quartzcomposer.com, codeacademy.com

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Required supplies:

- 2.5" External Hard Drive (≈$90) *OR* USB Thumb Drive with at least 16 GB memory (cost<$15)

Course Overview: An introduction to visual computer programming for interactive output, as well as print imagery and computational aesthetics applications.

Course Description: Following the expression – "program or be programmed", students will look at the way in which computation affects their daily lives (from socializing to commerce, aesthetics to education). Students will get a cursory taste of Object Oriented (patch based) programming using Quartz Composer. Once getting a handle of this simplified model, we will delve deeper into line-based code in Processing. Advanced topics such as P3D, OSC messaging, RSS and video manipulation will be explored.

WARNING! Because computer programming can be a detail oriented process, it is vital that students are aware that this course will be time-consuming and technically challenging, especially for those new to programming. If you are not used to personal organization in your creative process, then this class may require a shift in your way of thinking.

Course Objectives: Learn base programming tools relevant to interactive video and installation. Gain comfort and competence to implement interactivity into art projects. Understand the difference and relevance of patch based and procedural coding environments.

Assignments and Projects: During the ten-week course students will be assigned four in-class/take-home assignments as a means to reinforce concepts and build a technical foundation. Reading discussions as well as two large projects, one for midterms and the other as a final make up the rest of the grade.

Grade Breakdown

20% Four In-class and at-home Assignments (5% each)
15% Reading discussion (participation in class dialog, for three readings (5% each))
30% Midterm Project (based in Quartz)
35% Final Project (based in Processing)

Attendance: The class meets 20 times in the 10 week course. Students are allowed **two absences** (excused or otherwise) and then each following absence will cost a *5% reduction from the student's final grade*. If there are circumstances that may affect your attendance in the class, please discuss them with me at the beginning of the term, not at the end.

Punctuality Policy: In order to ensure that coursework will be turned in on time, late assignments will be penalized with a 1/2 a letter grade reduction per day late and projects will be reduced a full letter grade per day late. It brings no amount of pleasure to penalize students for late work, so please be organized and punctual by turning in your assignments on time.

Assessment: Criteria considered:

Quality and amount of work	Engagement with course expectations and concepts	Participation	Progress and self-challenge	Typical Grade Distributions

A+ = Truly exceptional work, unusually sophisticated level of engagement with course concepts, insightful participation in class discussions, extraordinary growth. Highest distinction, typically very few if any students receive this grade.
A = Distinctive work, complete success in synthesis of thinking and making, thoughtful and perceptive contributions to discussions, significant personal progress. Typically no more than a quarter of the students in a class receive this grade, more in upper-division classes.
B = Successful and well-executed work, competency with all course materials, concepts, and objectives, frequent and thoughtful participation, evidence of progress. Typically this is the most common grade.
C = Competent work with most assignments and class work completed, satisfactory grasp of material, participates in discussions most times, made some growth. Typically this grade indicates weak performance in at least one area of expectation.
D = Subpar work with significant lack of completion and/or low attendance, course concepts poorly understood, minimal participation, minimal to no growth. Typically this grade indicates significant problems in more than one area of performance.
F = Problematic on all fronts, indicating either no real grasp of the material, significant lack of effort and/or growth, or unacceptably negative forms of engagement with the course materials and the classroom community. Typically very few students receive this grade.
NOTE: In upper-division courses, expectations include attention to the critical discourse surrounding the work or issue at hand, with the expectation that the work be clearly placed in a critical dialogue with outside sources.

Final: The final critique in this class will take place at the end of week 10 during our final scheduled class time, unless the class as a whole choses to use the officially scheduled finals week time for critique.

Disability access statement: The University of Oregon is an equal opportunity, affirmative action institution committed to cultural diversity and compliance with the Americans with Disabilities Act. If you have a documented disability and anticipate needing accommodations in this course, please make arrangements to meet with the Accessible Education Center (AEC) and notify the instructor during the first week of class.
The AEC can be reached at:
Phone: 541.346.1155 | **E-mail:** uoaec@uoregon.edu | **Office** is located in 164 Oregon Hall
This syllabus will be made available in alternative formats upon request.

Course Breakdown:

Week 1:
Intro to Quartz Composer. Discussion of patch based language. Audio In, 3D trans, video input.
Week 2:
QC with external devices – iOS, Android, pen tablet, Wii, Kinect.
Week 3:
QC with external plugins including qcOSC and Kineme.net, QC PROJECT (Revamping Classic Film with Interactive Video)
Week 4:
Processing reintroduction.
Week 5:
Base geometry and loops. Text & Image use.
Processing: P3D, RSS. Introduce Project 1.
Week 6:
Processing: communication and networking.
Week 7:
Kinect and Processing. Introduce Final Project.
Week 8:
Alternative Content Creation. Physical Output.
Week 9:
Work and check-in periods.
Week 10:
Individual Consults for Final Project.
Wrap Up. Work Sessions during W10D1. Critique W10D2.