

HUW112: Introduction to New Media

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Fall 2014

Mon/Wed 10:30-12:45, RM E-301

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Office hours:

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Course_description() {

This course will introduce you to creativity and criticality in a digital environment. We are going to cover a Lot of ground to show the wide range of possibilities in contemporary software and programming. After this class you will have a better understanding of the direction(s) you would like to go in as you begin your studies in new media as well as have a familiarity with the practices of your colleagues in the field. We will begin by learning the fundamentals of how a computer operates as a way to problem solve larger and more complicated projects from static image manipulation, to web design, to fully animated video with sound. Learning creative software is neverending. We will also cover how to seek out resources to find the tools you need to complete any project and how to think and problem solve in a way that facilitates digital creativity.}

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Required_materials(){

- A camera. Preferably one nicer than your cellphone camera but any camera can do.
- Readings - Readings will be posted to the class blog. They are the basis for written blogging assignments and discussions. All readings must be printed to be read.
- Storage - Minimum 16GB USB drive. Bring to every class and always have it backed up into your cloud storage. (dropbox, mega.co.nz, googleDrive, etc) }

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Class_Etiquette(){

My pet peeves - Please do not check phones during class. Please do not go on web pages other than the ones relevant to class. If I see you doing these things it will equal one late. The reason behind this is that we must practice developing our attention spans. If you cannot focus in front of a computer it is impossible to succeed in this field.}

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Attendance_and_Participation_Policy(){

Your on-time attendance is required. Attendance is taken at the beginning of class. If you are absent, you are responsible for getting missed information

5 minutes late = 1 late
15 minutes late = 1 absence.
3 lates = 1 absence.
5 absences = Automatic withdrawal.
Final critique absence = F

All work is due at the start of class. late work is marked down 1 grade per week and will not be accepted after 2 weeks.}

Creative work is evaluated based on its uniqueness, the demonstration of technical understanding. Students are always encouraged to take risks and try new things.}

AcademicIntegrity(){
This course is taught in compliance with LaGuardia’s Academic Integrity Policy. Students who submit plagiarized work, or commit other acts of academic dishonesty will receive a failing grade and may face more serious penalties as articulated by the Academic Standings Committee. Copies of the Academic Integrity Policy are available in the Vice President of Student Affairs and Enrollment Management Office, the Student Government Office, the Student Life and Development Office, Counseling Cluster offices and the Library.}
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//////////////////Note: Content subject to change!\\

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Week 1 - Introductions -

INPUT:

- Things you can do if you love being creative on a computer.
- How to create a new, professional you
- Writing formal email
- How to use the "cloud"
- Overview of software to be used

OUTPUT:

- Set up a new, professional Gmail account. Familiarize yourself with Google apps. Have your email forwarded to different account. Make a footer.
- Send an email to discuss your goals in new media
- Set up a blog account wherever you'd like. Tumblr, Blogspot, WordPress, etc
- Write your statement of purpose in the about section of the blog.
- Quick quiz on software names and purpose

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Week 2 - Algorithms -

INPUT:

- How to think like a computer in order to organize your projects
- Explanation and examples of the algorithm
- Introduction to the Processing programming language
- Variables, conditionals, functions
- Marshall McLuhan reading

OUTPUT:

- Writing and discussion on McLuhan
- First Processing sketches posted to your blog. Code+images.

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Week 3 - Images -

INPUT:

- Introduction to Photoshop
- Layers, masks
- Compositing - how to take from many images to make one
- Image types. Printing vs web
- Composition and color theory basics

OUTPUT:

- Photoshopped images demonstrating understanding of various techniques learned.

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Week 4 - The Internet -

INPUT:

- HTML and CSS...it's just markup, not really code.
- How to make a webpage from scratch
- SublimeText and web browsers introduction

-Olia Lialina reading

OUTPUT:

- Writing and discussion on Lialina reading, internet history
- Webpage from scratch
- Customize the CSS on your blog

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Week 5 - Sound -

INPUT:

- Audacity
- The sound wave
- Editing sound
- Creating sound
- Finding sounds (freesounds.org)
- Making songs. How to extract beats and loop them.

OUTPUT:

- Make a song, a sound effect, ambient sound
- Open a Soundcloud account, upload sounds and post to blog

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Week 6 - Moving images -

INPUT:

- Adobe Premiere
- Importing and editing video
- Adding sound
- Formatting for TV or Web

OUTPUT:

- 30 second video. Uploaded to Youtube or Vimeo, posted on your blog.

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Week 7 - Moving images cont. -

INPUT:

- Introduction to special effects
- After Effects
- What is a keyframe?
- Working with multiple programs in one project
- How a pipeline works
- Reading Lev Manovich's *Software Takes Command* (introduction)

OUTPUT:

- Video made in a pipeline by group of 3-4 using editing, special effects, sound effects

-Blogpost about Manovich reading

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Week 8 - 3D design -

INPUT:

- Introduction to Blender
- Modelling
- Adding material
- Rendering

OUTPUT:

- Create a room in Blender. Post to blog.

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Week 9 - 3D design cont/ 3D printing -

INPUT:

- Introduction to 3D sculpting in Sculptris
- Exporting for Blender
- Importing .obj files into Blender
- Where to find premade .obj files
- Keeping polygon count low
- UVs
- Advanced texturing

OUTPUT:

- Create a textured model that could be affordably 3D printed in sandstone from shapeways.com. OPTIONAL- have your model created!

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Week 10 - Intro to 3D animation -

INPUT:

- Keyframes revisited
- Pipelines revisited
- Rigging a character in Blender
- Animating in Blender

OUTPUT:

- Begin group project of a fully sculpted, textured, rigged and animated character. Sculpted in Sculptris, rigged and animated in Blender, output into Adobe Premiere, given sound, given effects in After Effects. Finally output using Premiere and uploaded to Youtube or Vimeo.

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Week 11 - Politics in Digital Space -

INPUT:

- What is piracy? How does it happen?
- What is hacking? How is it done?
- Attempting to have more privacy online.
- Making your computer yours.
- Jon Oliver on Net Neutrality.
- Copyright and Creative Commons

OUTPUT:

- Continue to work on group project
- Discussions and blog post on internet policy

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Week 12 - Final Projects -

INPUT:

- Introduction to final projects.

OUTPUT:

- Lab time to work on final projects.

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Final Week - Critique of Final Projects -

*******attendance is mandatory*******

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