

MMP100

Intro to Multimedia

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Office Hours: by appointment, Wed 2-3

Overview

This course introduces students to the fundamentals of multimedia production. In a hands-on class, students will learn the essentials of program design and authoring software in an integrated computer environment. Students will learn how to combine graphics, audio and text to create programs for industrial and educational applications.

Grading + Evaluation

Grading is based on successful completion of all assignments, class participation and attendance. Assignments must be handed in on time. Points will be deducted for work that is handed in late. Assignments may not be accepted for grading if they are late.

Assignments are described in class or on Blackboard, completed HTML and CSS assignments must be uploaded onto the MMP server (except for the first few weeks). Students will receive accounts on the MMP server and instructions in class on how to upload work and turn in links to Blackboard for credit.

10%	Teacher evaluation and class performance
55%	Homework Assignments
20%	Final Project
15%	Quizzes

As a General Rule....

Much like the rest of life a majority of your success will be based on whether or not you do two things:

- (1) Show up
- (2) Do the work. ... *Ok, let's make it three:*
- (3) Be On Time = a little early

If I can teach you anything in this class beyond a general excitement for Multimedia technologies it will be these three life lessons.

Materials

(Highly Recommended) Textbook

Title: HTML & CSS: Design and Build Websites, 1st Edition
Author: Jon Duckett
Publisher: John Wiley & Sons, Inc.
ISBN-13: [978-1118008188](https://www.wiley.com/go/9781118008188)

Other Resources

Dropbox, Google Drive, or an external Flash drive are recommended to store assignments and course materials for work outside the classroom.

Blackboard will be your primary resource to turn in assignments, sign-in to class for attendance credit, and for quizzes.

Please also bring a pen and notebook to class to take notes.

Software used

Adobe Creative Cloud, with an emphasis on Photoshop. Audacity will be used for audio editing. A text editor such as Sublime Text or Brackets and a ftp program such as FileZilla will also be used. Students will have access to software in the classroom. Some software is open source and free to download at home. Programs are also accessible in Learning Resource Center computer labs. You will get directions in class on which software to download at home.

Goals

The Course Student Learning Outcomes	Measurements (means of assessment for student learning outcomes listed in first column)
1. Students will be able to manipulate raster and vector images.	1. Digital imaging project
2. Students will be able to create short animations and export them to the correct format.	2. Animation/video project
3. Students will be able to combine and edit audio files to create a narrative or ambience.	3. Audio project
4. Students will be able to identify simple HTML, CSS and Javascript syntax and to understand these their respective role in web development.	4. Web development and programming projects
5. Students will be able to upload and share their creative work on the web.	5. All projects
6. Students will be able to identify standards for using media that meet copyright law	6. Digital imaging, Quiz
7. Students will be able to plan, iterate and document their creative work.	7. Final project
8. Students will be able to identify core principles, terminology and contemporary uses of digital media	8. Quiz

Requirements

Below are the college's general education learning outcomes, the outcomes that checked in the left-hand column indicate goals that will be covered and assessed in this course. (Check at least one.)

General Education Learning Outcomes	Measurements (means of assessment for student learning outcomes listed in first column)
Communication Skills- Students will be able to write, read, listen and speak critically and effectively	Class website
Quantitative Reasoning: Students will be able to use quantitative skill and the concepts and methods of mathematic to solve problems	Web development and programming projects
Scientific Reasoning- Students will be able to apply the concepts and methods of the natural sciences	
Social and Behavioral Science- Students will be apply the concepts and methods of the social sciences	
Arts & Humanities- Students will be able to develop knowledge and understanding of the arts and literature through critiques of works of art, music, theatre and literature.	
Information & Technology Literacy- Students will be able to collect, evaluate and interpret information and effectively use information technologies	All projects
Values- Students will be able to make informed choices based on an understating of personal values, human diversity, multicultural awareness and social responsibility.	

Attendance Policies

Attendance

At BMCC, the maximum number of absences is limited to one more class hour than the contact hours as indicated in the BMCC college catalog. For example, you may be enrolled in a four-hour class that meets four times a week. You are allowed five hours of absence, not five days. In the case of excessive absence, the instructor has the option to lower the grade or assign an F or WU grade.

Sickness policy: In the event that you are sick, please email the instructor ahead of class. The instructor reserves the right to ask for a doctor's note at their discretion.

Late Policy

A stated above, there are three expectations of you: Show up, Do the Work, Be a Little Early = On Time. You will not pass this course if you have excessive absences or if you are consistently late to class. Traffic happens, don't make it a habit. If it is a habit, try this book on for size: "Never Be Late Again"

To get a passing grade you must turn in your assignments on time (You will not pass if you wait until the end of the semester to turn in your homework).

More Resources

MMP100 Slides, web resources and tutorials are available at <https://mmp100blog.wordpress.com/>

Students will need to login to the classroom computer and blackboard every time the class meets. If you do not have (or cannot remember) your id and password for both/either, contact the BMCC helpdesk right away: 212-220-8379 helpdesk@bmcc.cuny.edu Room S141 (199 Chambers Street)

Take advantage of BMCC's one-on-one tutoring services (free!). Visit <http://www.bmcc.cuny.edu/lrc/schedule.jsp> for an up to date schedule (scroll to MMP/MMA)

Outline of Topics

- Digital Imaging: Photoshop & Illustrator
- Animation in Multimedia: animation in Photoshop or After Effects
- Programming using p5.js
- Video for Multimedia
- Sound for Multimedia: recording, editing in Audacity
- Web Development, HTML & CSS with a text editor (Sublime Text / Brackets)
- Multimedia and the Internet: client/server protocols, http, ftp
- Project development for Multimedia: project descriptions, wire frames, site maps

Course Outline

Weeks #	Date(s)	In-class Topics	Homework (due 5pm) & Resources
1-2	M 8/27 W 8/29 W 9/5	<ul style="list-style-type: none"> • Introductions • Digital Imaging Overview (Photoshop & Illustrator) • Photoshop drawing tools + vector graphics • Using Adobe Photoshop to edit images • Color spaces: RGB and CMYK • Bitmap graphics and resolution • Intro to Adobe Illustrator • Intellectual property rights, copyright laws 	<ul style="list-style-type: none"> • Class Survey (due by Wed, 8/29) • Digital Imaging Project (due Tues, 9/11) <p>What is Photoshop? This video describes an older version of Photoshop but the key principles are the same:</p> <p>http://tv.adobe.com/watch/learn-photoshop-cs5/getting-started-gs-what-is-photoshop-cs5</p>
3-4	W 9/12 M 9/17 M 9/24 W 9/26	<ul style="list-style-type: none"> • Animation Overview (Photoshop) • Frame Animations (gif's) • Using the Photoshop timeline • Motion tweens 	<ul style="list-style-type: none"> • Animation Project (due Sun, 9/30)
4-5	M 10/1 W 10/3 W 10/10	<ul style="list-style-type: none"> • Programming Overview using p5.js • What is programming • Algorithms • Using p5.js (setup() and draw(), background, shapes, fill & stroke, system variables, variables, events, randomness) 	<ul style="list-style-type: none"> • Programming Project (due Sun 10/14) • Quiz 1 (Date TBD)
6	M 10/15 W 10/17	<ul style="list-style-type: none"> • Video Overview: Properties of video • Incorporating video in an HTML file 	<ul style="list-style-type: none"> • Video Project (due Sun 10/21)
7-8	M 10/22 W 10/24 M 10/29 W 10/31	<ul style="list-style-type: none"> • Sound Overview: Properties of sound • Wild Card Topic: Guest Lecture • Using Audacity to edit sound • Incorporating sound into an existing animation or video file 	<ul style="list-style-type: none"> • Audio Project (due Wed 10/31) • Optional Reading: Sound handout. Web link: http://communication.howstuffworks.com/analog-digital.htm How Analog and Digital Recording Works.

9-10	M 11/5 W 11/7 M 11/12 W 11/14	<ul style="list-style-type: none"> • Overview of Web Development (HTML & CSS) • How the Internet works • Basic HTML syntax • "Hello World!" First HTML document • Naming conventions for HTML documents • Writing HTML code in SublimeText • HTML elements for text and images • The anchor tag- creating links • Internet protocols: http, ftp • Introduction to Cascading Style Sheets • Syntax of a CSS Rule • CSS properties for margins, padding + borders • Linking external stylesheets • Embedded styles • Site structure • Publishing files via an FTP client 	<ul style="list-style-type: none"> • Web Dev Project (due Sun, 11/18) • Quiz 2 (Date TBD) <p>HTML & CSS:</p> <ul style="list-style-type: none"> • Optional Reading: Chp's 1-4 & 10-11 of "HTML & CSS: Design and Build Websites". <p>HTML links: http://www.w3schools.com/html/html_intro.asp HTML tutorial http://www.w3schools.com/tags/default.asp HTML tag reference</p> <p>CSS links: http://www.w3schools.com/css/default.asp CSS tutorial. http://www.w3schools.com/css/css_reference.asp CSS Reference</p>
11-12	M 11/19 M 11/26 W 11/28	<ul style="list-style-type: none"> • Discussion of Final Project • How do these technologies overlap? • Wild Card Deep Dive • Portfolio Workshop 	<ul style="list-style-type: none"> • Final Project Creative Brief (due Wed, 11/28)
13	M 12/3 W 12/5 M 12/10	<ul style="list-style-type: none"> • Final Project Workshop 	<ul style="list-style-type: none"> • Final Project & Presentation (due Wed 12/12)
14	W 12/12	<ul style="list-style-type: none"> • Final Project Presentations 	<ul style="list-style-type: none"> • (same as above) • CELEBRATE! You made it!

In the event that you are not in class, it is your responsibility to get notes and make up anything you missed. I recommend you reach out to your classmates for support. Below you can optionally record two classmates' contact info for such an event:

Classmate #1: Name _____ Email/Preferred Contact _____

Classmate #2: Name _____ Email/Preferred Contact _____

Class + College Policies

Academic Adjustments for Students with Disabilities

Students with disabilities who require reasonable accommodations or academic adjustments for this course must contact the Office of Services for Students with Disabilities. BMCC is committed to providing equal access to all programs and curricula to all students.

BMCC Policy on Plagiarism and Academic Integrity Statement

Plagiarism is the presentation of someone else's ideas, words or artistic, scientific, or technical work as one's own creation. Using the idea or work of another is permissible only when the original author is identified. Paraphrasing and summarizing, as well as direct quotations, require citations to the original source. Plagiarism may be intentional or unintentional. Lack of dishonest intent does not necessarily absolve a student of responsibility for plagiarism. Students who are unsure how and when to provide documentation are advised to consult with their instructors. The library has guides designed to help students to appropriately identify a cited work. The full policy can be found on BMCC's website, www.bmcc.cuny.edu. For further information on integrity and behavior, please consult the colleg