

COMP515 - MULTIMEDIA: Introduction and Applications
Spring 2015

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Course Description:

This course examines the history and underlying theory behind computer integration of text, sound, video, animation, and graphics. Topics include: hardware and software requirements, design criteria, and analysis of current multimedia applications. Students gain practical experience developing multimedia applications on a Macintosh platform.

Course Objectives:

- Introduce the practical tools and techniques for developing digital media applications.
- Survey the fundamental concepts and historical development of multimedia.
- Introduce the process of design and implementation of multimedia applications.

Course Materials:

- Savage, Terry and K. Vogel. Introduction to Digital Multimedia. 2nd ed. Boston: Jones and Bartlett, 2014.
- Hosie-Bounar, Geller, Hart. Adobe Photoshop CS6, Introductory ed. Boston: Course Technology, 2014.
- Lopez, Luis and Robin Romer. Flash Professional CS6, Introductory ed. Boston: Course Technology, 2014.
- Flash drives data storage. Many lab assignments will require multiple files be "Compressed" into one file for submission to Blackboard.



Class Meeting: Wednesday 9:00 - 12:00

Meetings include both lecture/discussion and software demonstrations. Your participation and attendance in class are essential to a successful semester. To avoid disruptions in the class observe the following:

- Please arrive promptly at 9:00
- Please mute cell phones and store away
- Personal digital devices (tablets, laptops, etc.) must be powered off unless specific permission is given for the class meeting.

Note: you will be asked to power off devices publically in class if they are left on.

Homework Assignments:

Plan on 4-6 hours/week to complete reading and lab activities. The software portion can be completed using Mac applications installed in the lab, or using your own CS6 version of the Photoshop and Flash application.

- Weekly assignments are distributed on Blackboard. Note designated due dates.
- Written material is collected during the class meeting. Lab files are uploaded to Blackboard for review.
- Allow sufficient time to complete the work. Technical difficulties are not a valid excuse for late work.
- Late assignments are not accepted unless prior arrangements are made.
- If you cannot complete the entire assignment, submit the completed portion for partial credit.
- Assignments are evaluated for completeness and accuracy per section of work.

1 = complete and accurate.	.75 = incomplete or inaccurate segment.	
.5 = half completed material	.25 = one fourth completed material	0 = not done

Note: UNH recommends a minimum of 12hrs./week of academic work. The class accounts for 3 of those hours, leaving 9 hrs each week for outside class work. (See Section 04.2 Class Requirements of student handbook)

Exams & Activities:

Exams are scheduled on the syllabus. Class Activities are exercises done in class or the lab during the class meeting. Attendance is required to have credit for these activities.

Multimedia Blog:

The "Multimedia Blog" is a publication to explore and share the current developments in digital media devices, multimedia apps., and the evolving uses and impacts of multimedia in our daily lives. Each student will complete three posts as detailed in the project description.

Projects:

There are two projects to demonstrate original development Photoshop and Flash skills. Each original project contributes to the overall Multimedia Project grade.

Course Grade:

Class Activity & Attendance	15%	Exam 2	15%
Multimedia Blog	15%	Projects	15%
Exam 1	15%	Homework	25%

Grades and homework scores are posted on Blackboard's Gradebook. Keep track of your grade data and report any discrepancies.

Missed Classes and Coursework:

If an emergency prevents you from completing a course requirement, notify me as soon as possible either by email or phone message. You may be required to provide appropriate documentation to make up exams or quizzes. Homework should be submitted on the due day via Blackboard, not emailed as an attachment.

Blackboard and UNH email:

Readings, assignments, data files, and announcements are posted on Blackboard. This is a supplementary resource in the course, not a substitute for class attendance. Course presentations are not generally posted as they are intended for in-class discussion. If you are absent from class, check Blackboard for the latest assignment and reading materials. In the event of class cancellation be sure to check Blackboard for makeup arrangements. UNH wildcats email is the official means of contacting you individually. It is your responsibility to manage this account.

Assistance:

Lab attendants are not necessarily familiar with your course projects. If you encounter difficulty with the lab instructions, start a segment over and read through the directions slowly. Seek advice from classmates or send email describing the difficulty. I do not have an office, but will be in the lab if you need assistance on Monday & Wednesday: 1:00 - 2:00.

Computer Lab Hours:

Mon. – Thurs: 8:30 -9:30

Fri: 8:30 – 6:00

Sat: 8:30 – 4:00

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WEEKLY TOPICS

(Note: Changes are inevitable. They will be announced one week prior to the class meeting or posted on BB announcement area.)

CLASS ONE: Jan. 21

Course Introduction

Multimedia: Definition and Applications

Lab: Introduction to OS X

Introduction to Photoshop CS6

CLASS TWO: Jan. 28

Origins of Multimedia: The Multimedia Revolution

Lab: Photoshop CS6: Image file properties

CLASS THREE: Feb. 4

Nature of Digital Data

Lab: Photoshop CS6: Using Layers in a composition

CLASS FOUR: Feb. 11

Computer Hardware for Multimedia

Lab: Photoshop CS6: Adding and adjusting content

Group A Blog Post due.

CLASS FIVE: Feb. 18

Computer Software for Multimedia

Lab: Photoshop CS6: Selecting and Modifying Content

CLASS SIX: Feb. 25

Fundamental Graphics Concepts: Paint, Draw, 3-D graphics

Lab: Photoshop CS6: Designing with Text

Adjusting photographic images

CLASS SEVEN: Mar. 04

Fundamental Text Concepts: Computer Text, Multimedia Text

Summary of Photoshop features

Lab: Photoshop Project

CLASS EIGHT: Mar. 11

Exam 1: 1.5 hrs

Lab: Introduction to Flash Professional CS6

Semester Break March 14 – 22

(Note the campus is moving to 88 Commercial St. and we will have a new classroom assigned)

CLASS NINE: Mar. 25

Fundamental Sound Concepts: Sampling, Synthesizing Sound

Using sound editing software: *Audacity*

Lab: Flash CS 6: Creating shapes, text, and symbols.

Group B Blog Post Due

CLASS TEN: Apr. 1

Multimedia Development Process

Lab: Flash CS6: Basic animation with tweening and frame by frame techniques.

CLASS ELEVEN: Apr. 8

Introduction to Digital Video

Lab: Flash CS6: Animation with masks, 3D Rotations, Inverse Kinematics

CLASS TWELVE: Apr. 15

Animation: Traditional Techniques and Digital Transformations

Lab: Flash CS6: Buttons, Behaviors, and Sounds
Bitmaps, Gradients, and Publishing options

CLASS THIRTEEN: Apr. 22

Authoring Applications for Multimedia

Lab: Flash CS6: Creating a Flash web site

Group C Blog Post Due

CLASS FOURTEEN: Apr. 29

Professional Issues in Multimedia Development: Ethical Responsibility, Copyright, DRM

Lab: Project Development

CLASS FIFTEEN: May 06

Exam 2

Completed projects must be uploaded by Friday May 8th @ noon