

Saint Mary's College High School

Introduction to Multimedia Design

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Room location: Room 102

Description

This course is an introduction to multimedia design and illustration using the software programs Illustrator, Photoshop and Flash. There will be an emphasis on project based learning with hands on projects that are used to introduce digital technologies. Students will use vector drawing tools and bit map painting programs to create images for print, multimedia or web design. They will generate their own typography, manipulate photos and create a simple animated design project that includes sound. These assignments can be used for practical purposes and real world applications. Students will critique and analyze mass media as they compare and contrast historic works with contemporary multimedia artists and designers works. There will be class critiques of projects and self-evaluations. Students will learn and use the vocabulary terms related to multimedia and be able to identify important aspects of multimedia work.

Course Objectives

Explore multimedia possibilities
Distinguish between bitmap and vector graphics
Using the computer as a tool for creative self-expression and visual communication
Become acquainted with the principles of animation
Create an animation with sound

Textbook and Resources

Multimedia: Making it Work by Tay Vaughan
Illustrator CS5 program
Photoshop CS5 program
Flash CS5 program

Key Questions

What is multimedia?
How can multimedia artists promote better communication?
Why use vector graphics over bitmap graphics?
How can multimedia be used for self-expression?
How can multimedia be used for social justice?
How does the use of multimedia impact contemporary work and what are some of the positive and negative impacts related to the use of multimedia?
What is animation?
How can animation be used for work, play and world change?

Materials

Pencil

Flash or Thumb /USB Drive

Access to a Digital camera/cell phone with camera helpful

Lab Fee

There may be a fee associated with this class for certain projects. This fee will be no more that \$25.00

Learning Outcomes

Learn vocabulary terms associated with multimedia

To make digital drawings, graphic designs and animations

Combine drawing and photography in a composite or montage

Edit photography

Discuss the importance of text in the context of a multimedia presentation

Determine best audio file format for a project

Describe capabilities and limitations of bitmap images

Discuss and origins of cell animation

Create an animation

Collaboration with peers/ Personal Expression

Big Ideas

Personal Identity-Dreams for the future

Communication

Social Justice

Valuing/Problem solving

Community

Class Expectations

All students are expected to have read and signed the school *acceptable use policy* for computers. Students will be held accountable to the school's computer use policy. No food or drinks while working on the computer. No browsing on the Internet during any class discussions or presentations. Academic Integrity is important in this class as in all classes at Saint Mary's College High School. Plagiarizing written work or projects is strictly prohibited. Written assignments should be entirely the students' own work. Original multimedia artworks are expected to demonstrate the students' own thinking and skill and are expected to be the students' own work. Simply taking images/artwork from the Internet or other sources constitutes plagiarism. Work taken from other sources must be changed 60% or more to be considered to demonstrate the students' own thinking. All work created for this class must be your own work. Playing computer games or other games, checking personal e-mail and participating in chat rooms etc. are strictly prohibited. No application of make up, grooming or dressing in class.

Saving your work:

Each assignment should be saved and kept on the multimedia share drive in folder with your name on it. You should also have either a flash drive or a portable hard drive to save

your work. *No excuses will be accepted for lost work on the school network or work that was not saved!*

The assignment should your name and the title of the assignment:

Example:

JoeSmith_Assignment_Version

JoeSmith_Assignment_Complete

Due Dates:

Projects are to be completed by the due date unless otherwise specified. Work is due at the beginning of the class.

Format:

There will be lecture/demos, reading and writing in and outside of class as well as classroom discussions and critiques.

The process of solving a problem is just as important as the solution. In addition to the final artwork, you may be required to demonstrate the phases or steps you took to complete the work in the design process. This can be turned in with your name on an envelope that is 10 x 13.

- A label with your name, date, project title
- Research evidence as used and notes (stuff from library museums, books)
- Thumbnail sketches, idea notes, rough sketches and comprehensives
- Print of finished project
- A written description supporting your visual solution that includes: a description of the assignment, your design goals and communication objectives.

Grading and Evaluation

25% Artistic Expression

25% Technical Skill

10% Skill building

10% Evaluations

20% Content Knowledge

10 % Final Exam

Active participation and attendance in class is expected

Parents can check up on student's progress in class in through PowerSchool, telephone, and/or email. Parents may contact me at my email address, njaeger@stmchs.org. I check my e-mail daily and I will respond promptly. Parents may also check the website to see what students are working on in class.

Grading Guidelines

A- Student has demonstrated **mastery above and beyond** assigned tasks

B- Student has demonstrated an **excellent grasp** of concepts and materials

C- Student has demonstrates a **good fundamental** understanding of materials

D- Student shows **limited understanding** or motivation in work

F- Student is non-productive in completion of tasks and expectations

Resubmitting for a better grade

Students who wish to receive a higher grade for an assignment may redo an assignment or rework the assignment for a better grade. Inform the teacher at break, after school or via e-mail if you wish to redo the assignment. You have 2 weeks after the assignment has been returned to you to rework or redo the assignment for a better grade. After the two week period there will be no extensions or opportunity to redo an assignment.

Extra Credit

There is *no extra credit* per say in this class but work that receives a grade that is unsatisfactory to the student may be resubmitted after further work has been done to develop the piece and the work demonstrates a higher level of skill. Resubmission should occur no later than 2 weeks after the piece has been graded and returned to the student either as a hard copy or an electronic submission. No late work the last 2 weeks of the semester.

Additional Time for Work

Extra computer art time is available after school and lunchtime to continue working on multimedia pieces as needed by students.

As a studio multimedia art class the expectation is that students will actively participate in class creating their own individual artwork.

Methods of Assessment and evaluation

Students will be assessed in a variety of ways, including peer/teacher/student self-assessment on artworks. There will be multiple choice and free-response quizzes and exams, visual recognition of influential works, in class discussion and critiques on student work and professional examples. There will be short paragraph-length essays, and formal critical writing as well as group and individual oral presentations used as part of this class to evaluate student learning and progress.

Absences

If a student is absent because of athletics or different pre-arranged reason, work that was missed for that absence is due on the date of your return. If you are absent because of illness, work is due within two of your scheduled class periods.

Please check the website for the content of the day's lesson and get notes and or information from your classmates. Find a "study buddy" in class.

Check the Assignment Box

If you have missed a assignment given in class it will be available to copy in the library in the clear assignment box located on the wall in the classroom, labeled, “**MULTIMEDIA.**” Do not take the last copy! Return it after copying it to the box!

Use of Electronic Media

No cell phone/blackberries/I-Phone use in class. (Unless prior permission is given by the teacher and it is used solely for class art purposes) This includes using the cell phone to take photos in class unless otherwise instructed. Computers in the classroom are for art classroom work only. They are not to be used to check personal e-mail accounts during class time. Proper netiquette is expected from students as outlined in the student handbook. No use of YouTube/Facebook or similar sites unless authorized by the teacher.

Proposed Project Ideas

3 types of Logos-Letter only, symbol only, letter and symbol
Business card
Image editing
Fantasy vacation story
Self-Portrait in Photoshop
Animation with sound/music

Software Piracy

Law strictly prohibits unauthorized copying of software used at school.

Other Suggested Reference Books (not required)

The Non-Designer’s Design Book by Robin Williams
Visual Quick Start Guide Photoshop (current version edition)
Visual Quick Start Guide Illustrator (current version edition)
Visual Quick Start for Flash (current version edition)

Class Outline

August/September

What is multimedia?

1. Introduction to Illustrator computer program

- Vector vs. Bitmap
- Illustrator tools
- Short cuts

2. Identity and symbols, and future dreams

- Personal Symbols and logos
- Different types of logos
 - Text Only
 - Symbol Only

Symbol and Text

Business Card

September/October

Introduction to Photoshop computer program

Question: How have traditional artists in the past inspired technologies of today?

Artists and art history: Andy Warhol and Pop Art

Adjusting photos

Color balance

Brightness and Contrast

Hue and saturation

Shadows

Midtones

Highlights

Blending and Combining together Images

Assignments: Exotic vacation/Grand Tour

Learning the tools/tool bar

Crop

Flatten

Image size

Move tool

Selection tool

layer

palette

Working with selections

Self Portrait Brainstorming

November/December

Animation with Flash Program

Principles of animation

StoryBoards

Cells

Character development

Physical attributes

Personality attributes

Behavioral Expectations for the Classroom

Students are expected to treat each other with tact and respect at all times. They will exhibit personal and academic integrity. Attendance and punctuality in class are important.

1. Bring your materials/books/project/Flash drive and/or materials and to class as required.
2. Be ready to work when the bell rings or the beginning of class
 - a. Be seated and ready to listen to directions
 - b. Do not touch materials that may be out in the classroom until directions are given.
3. Respect other people, their property and community property
 - a. Raise your hand if you have a question or comment
 - b. Treat your classmates and teacher with kindness and respect
 - c. Do not write on, mark or damage the room furniture
 - d. Do not write on, handle or destroy other people's work
4. Use of art materials
 - a. Materials stay in the classroom
 - b. Materials in the room are for the class assignment. Do not ask for materials for your other classes.
 - c. Do not waste the materials. If you make a mistake turn it into an opportunity for creativity!
 - d. Recycle!
5. Expected classroom behavior
 - a. No gum, computer games, card games, cell phone use, cell phone photography, dice during class time
 - b. Not eating in the art classroom
 - c. Do not wear hats or sunglasses in the classroom
 - d. The classroom is not a place to do your personal grooming. Do not put on your makeup, brush your hair put on perfume or hairspray in class. Please use the bathroom for these activities.
 - e. Do not dress or undress in the classroom
 - f. No swearing or teasing in class. Use appropriate school language.
 - g. Keep you hands, feet and objects to yourself.
 - h. Use your five-minute passing period to use the bathroom. This is not the bathroom class!
 - i. The computers are only for multimedia art work/research. Not for checking your 3-mail, games, MySpace, Facebook or other activities.
6. End of Class behavior
 - a. Everyone helps to clean the classroom. No exceptions. Make this a nice place to work.
 - b. Please sit down in your seat at the end of class for final directions and end of class wrap up. Please wait to be excused. I check the classroom at the end of each class.
 - c.
7. Homework/in class work
 - a. If you are absent, you are responsible for the information/assignment that you have missed. Check the website or call a "study buddy" for the days work!

Multimedia Class Character Rules/Ethics

1. Be trustworthy
2. Be truthful
3. Be a good listener
4. Be respectful
5. Be kind and caring
6. Be your best

Consequences:

1st offense-Warning

2nd offense-Classroom detention

3rd offense-Assistant Vice Principal/detention/phone call home

Severe disruptions will result in immediate referral to Assistant Vice Principal!

Tear off here

Multimedia classroom Student Behavioral Expectations/Rules and Ethics

Dear Parent and students,

I look forward to working with your teenager this year in art class. Thank you for reading the art classroom student expectations/rules with your teen. Please sign the contract below and return this to me within five days or sooner.

Sincerely,

Numo Jaeger

Fine Arts Teacher

I have read the art room student expectations and rules and will follow them.

Student printed name _____

Student signature _____

Parent signature _____