TERM: Spring 2014  CREDITS: 3  LEVEL: U & G  CLASS TIME: Tue – Thurs 9 - 10:55  LOCATION: Drake 1112  

INSTRUCTOR: Alex Oliszewski  OFFICE: Drake 2052  OFFICE EMAIL: Oliszewski.1@osu.edu  CELL PHONE: (970) 903-5004  OFFICE HOURS: Tue-Thurs 11:00 – 12:00  

COURSE DESCRIPTION: In this class you will learn how video production, display technology, and artistic collaboration work together in the theatrical media design workflow. We will survey the current state of the art in media design and explore the concepts that define the field of theatrical media design. Over the course of this class students will develop and implement media designs for various theatrical contexts including live performance, costuming, scenic, and special topics. The class will cover the underlying technology and software tools used in media design, along with methods of artistic collaboration, and development of system designs and media plots needed for theatrical collaborations.

LEARNING OBJECTIVES:

• To develop a student's knowledge and ability to communicate about the theories practices, and techniques of media design.
• Gain a foundational understanding of the new media authorship and display technologies as well as their impact on theatrical media design.
• Create various forms of relevant media, and learn best practices for authoring and programing media with industry standard technology.
• Create a basic foundation for understanding theatrical media design including the artistic process, paperwork, and implementation.

TEACHING METHOD: The class will alternate between lecture, in class demonstrations, student presentations, and laboratory style creation/research. Lab time outside of the class will be required. Evaluation will be based on two quizzes and the completion of the projects listed below. This class requires the student have access to the computer hardware, software, cameras, and other tools necessary to the practice of media design.

REQUIRED RESOURCES:
Painters buy brushes. Scenic designers buy scale rules. Media designers buy hard drives to store the large volume of data they must generate, manipulate, and transfer between various computer systems. Though most of the resources required to succeed in this class can be made available in the laboratory, you will need to procure an external USB hard drive of at least 60GB. Other recommended items: Digital still camera, DV video camera, and a laptop with similar software as that used in the class demonstrations. We will go over details of the software being used during the first week of classes. While these extra tools may be helpful you will not need anything beyond a USB hard drive to complete the course.

REQUIRED TEXTS: all required readings are currently online

RECOMMENDED TEXTS:
ATTENDANCE:
Attendance is a critical component of this class. Many of the skills and techniques are taught through hands-on learning experiences. Makeup of these experiences will not be provided. Accordingly, attendance will be taken at each class. Students are allowed a maximum of ONE un-excused absence and ONE excused absence. Any additional absence will result in a reduction of one letter grade (i.e. a student who would otherwise receive an A will be receive a B). Excused absences will be granted for medical reasons, religious observances, and professional development opportunities. Tardiness will also be considered in assigning grades.

GRADING:
**NEEDS TO BE UPDATED WITH NEW PROJECT INFORMATION AS NOTED BELOW**

<table>
<thead>
<tr>
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<th>Grading Scale</th>
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<tbody>
<tr>
<td>Quiz 1, 2, &amp; 3</td>
<td>93 - 100.0</td>
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<tr>
<td>Research Assignments 1 &amp; 2</td>
<td>90 - 92.9</td>
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<tr>
<td>Project 1</td>
<td>87 - 89.9</td>
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<tr>
<td>Project 2</td>
<td>83 - 86.9</td>
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<tr>
<td>Project 3</td>
<td>80 - 82.9</td>
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<tr>
<td>Project 4</td>
<td>77 - 79.9</td>
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<tr>
<td>Final Project</td>
<td>73 - 76.9</td>
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<tr>
<td>Total</td>
<td>70 - 72.9</td>
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<td>67 - 69.9</td>
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<td>60 - 66.9</td>
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<td>0 - 59.9</td>
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ACADEMIC MISCONDUCT: It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term “academic misconduct” includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the committee (Faculty Rule 3335-5-487). For additional information, see the Code of Student Conduct (http://studentaffairs.osu.edu/resources/).

STUDENTS WITH DISABILITIES that have been certified by the Office for Disability Services will be appropriately accommodated, and should inform the instructor as soon as possible of their needs. The Office for Disability Services is located in 150 Pomerene Hall, 1760 Neil Avenue; telephone 292-3307, TDD 292-0901; http://www.ods.ohio-state.edu/.

FOR YOUR SAFETY, OSU transportation services are available after 7 p.m. by dialing 292-3322.

!!! PLEASE REFER TO COURSE SCHEDULE FOR MORE INFORMATION !!!!
Project Descriptions:

Assignment 1: Inspirational Media Design Research
Find and research examples of 2-3 media designs in the wild that you find inspiring or have questions about. Be prepaid to present for 5 minutes with visual aids on your found design(s).

Assignment 2: Image and Concept Research
Use the image research resources gathered from one of the scripts provided collect images related to a media design solution for one moment in that script of your choice. Be prepaid to present for 5 minutes with appropriate visual aids.

Project 1: Concept Collage
Using best practices in tandem with any available image compositing tool capable of exporting un-flattened alpha layers create three image compositions representing a media design concept. Your compositions are to be based on a three variations on once concept. Use the images collected in your first assignment.

Project 2: Animatic & Motion Graphics
Using the concept collages created in Project 1 and any NLE or animation software package construct a 1 minute long motion graphics video. Extra Credit will be given for the inclusion of an original audio component.

Project 3: Video Production and Post-Production
Using only footage you have shot yourself, storyboard, shoot, and edit a video sequence inspired by a piece of work produced by your favorite author. The inclusion of an original audio component is required.

Project 4: Geometry & Playback
You will use the focus grid technique demonstrated in class to map an adapted version of your video content from Project 3 onto complex surfaces with complex geometry.

Final Project: A Complete Practice
You will conceptualize, research, compose for and program playback on an industry standard media server projecting one or more channels of video on a provided scenic model. Your final deliverables for this project will also include a 4 page written (MLA) treatment explaining your design concept, research imagery, a system diagram, and a logically marked script with “show caller friendly” cues.

Further details of individual projects will be described as they are assigned.

ATTENDANCE IS NOT OPTIONAL. THE ATTENDANCE POLICY APPLIES FOR ALL SCHEDULED CLASS PERIODS. PLEASE REMEMBER THAT YOU WILL BE PENALIZED FOR UNAUTHORIZED ABSENCES.
--- Schedule is subject to change!!<-----

University calendar:  
http://registrar.osu.edu/staff/bigcalsem.asp

<table>
<thead>
<tr>
<th>WK</th>
<th>DATE</th>
<th>Content</th>
<th>Graded DUE dates</th>
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</table>
| 1  |      | • Course Over View  
|    |      | • Intake questionnaire on skills and prior experience. (no grade)  
|    |      | • Group discussion:  
|    |      |   o Personal experiences with media  
|    |      | • Lecture: Examples from my work  
|    |      | • Discuss the current play in production: Forbidden Zones  
|    |      | • Assign Assignment 1: **Inspirational Media Design Research**  
|    |      | • Mention **assignment 2: Image and Concept Research**  
|    |      |   o Students have the opportunity to suggest their own script ideas  
|    |      | • Assign first reading: *What is Media Design?*  
| 1/10 |      | DUE: Reading  
|    |      | Assignment 1 is assigned (due in 2 weeks)  
|    |      | Reading is due at next class  
|    |      |  
| 1/12 |      | • Discuss assigned reading: *What is Media Design?*  
|    |      | • Discuss Assignment 1: **Inspirational Media Design Research**  
|    |      | • Discuss final project:  
|    |      |   o A selection of scripts will be posted on Carmen. Each student will choose one to report back on:  
|    |      |     ▪ (Examples scripts: Good Kids, House of Spirits, The Honeycomb Trilogies, etc.)  
|    |      |   o We will confirm that everyone can log into their computers and access the software we need this semester.  
|    |      | • Assign next reading: *Media Design and Dramaturgy: Creating Meaning*  
|    |      | DUE: Reading  
|    |      | Reading is due 1/19  
| 2  |      |  
| 1/17 |      | • Students **Present Assignment 1**  
|    |      |   o [no more than 80 minutes!]  
|    |      | • Further discussion  
|    |      |   o What can media do? What can’t it do?  
|    |      | • Discuss scripts available  
|    |      | • Discuss reading: *Media Design and Dramaturgy: Creating Meaning*  
|    |      |   o Discuss Final Project and selection of scripts suggested by students  
|    |      | • Discuss Assignment 2: **Image and Concept Research**  
|    |      |   o Students choose/are assigned a script  
|    |      | Assign next reading: *Media Design in the Rehearsal Hall P1*  
| 1/19 |      | DUE: Assignment 1 presentations  
|    |      | (5min max!)  
|    |      | Student script submissions are due  
|    |      | Reading DUE today  
|    |      | Assignment 2 is assigned (due in 1 week)  
|    |      | Reading due by next class  

NB: This schedule is subject to change at the professors discretion and with appropriate notice.
<table>
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<tr>
<th>Date</th>
<th>Assignments and Readings</th>
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| 1/24 | • Discuss reading: *Media Design in the Rehearsal Hall P1*  
      | Assignment 2 LAB  
      | Assign next reading: *Media Design in the Rehearsal Hall P2: How to Integrate Media & Media Design in the Rehearsal Hall P3* |
| 1/26 | o Assignment 2 Presentations (5 min max!)  
      | o Preparing for Project 1: Concept Collage: Introduction to the tools of media design |
| 1/31 | o Discuss reading: *Media Design in the Rehearsal Hall P2: How to Integrate Media & Media Design in the Rehearsal Hall P3*  
      | o Discuss and assign Project 1: **Concept collage**  
      | o Project 1: LAB  
      | o Photoshop  
      | o Assign next reading: *Accounting for Media in the Production Schedule P1 & P2* |
| 2/2  | Discuss reading: *Accounting for Media in the Production Schedule P1 & P2*  
      | o Project 1: LAB  
      | o Photoshop  
      | o Quiz 1 is due  
      | Assign reading: *Media Design and the Director* |
| 2/7  | Discuss reading: *Media Design and the Director*  
      | Project 1 Presentations  
      | Assign reading: *Set and Media Design Part 1 & 2* |
| 2/9  | Discuss reading: *Set and Media Design Part 1 & 2*  
      | o Project 2: LAB  
      | o DSLR Cinema and image capture  
      | o After Effects  
      | ▪ intro  
      | Assign reading: *Lighting and Media Design Part 1 & 2* |
| 2/14 | Discuss reading: *Lighting and Media Design Part 1 & 2*  
      | o Project 2: LAB  
      | o DSLR Cinema and image capture  
      | o After Effects  
      | ▪ Capture  
      | ▪ Editing  
      | ▪ Transcoding |
| 2/16 | o Project 2: LAB  
      | o DSLR Cinema and image capture  
      | o After Effects  
      | ▪ Etc. |
| 2/21 | • Project 2 presentations – Review and Discussion |

**NB:** This schedule is subject to change at the professor's discretion and with appropriate notice.
<table>
<thead>
<tr>
<th>Date</th>
<th>Events</th>
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| 2/23 | 2/23 Project 3: LAB  
- Display technology  
  - Projections  
  - LCD  
  - Media Servers |
| 2/28 | 2/28 • Project 3:  
  - Media Servers  
  - Technical Demonstrations  
  - Project 3: LAB  
  - Video Production and Post-Production  
  - Project 3: LAB  
  - Video Production and Post-Production |
| 3/2 | 3/2 |
| 3/7 | 3/7 • Project 3: LAB  
  - Individual check-in  
  - Project 3 LAB WORK TIME - ALEX IS AT USITT |
| 3/9 | 3/9 |
| 3/14 | 3/14 • Project 3 Presentations  
  - [10 minute max!]  
  - Assign Project 4  
  - Project 4 Assigned:  
  - Lecture: Examples of Video Mapping  
  - Video Mapping demonstrations  
  - Project 4: LAB  
  - Project 4: Geometry & Playback LAB  
  - Individual check-ins  
  - Project 5: Final project assigned |
| 3/21 | 3/21 • Project 4: LAB  
  - Projection mapping hands on demonstrations  
  - Project 4: Geometry & Playback LAB  
  - Individual check-ins  
  - Project 5: Final project assigned |
| 3/23 | 3/23 |
| 3/28 | 3/28 • Project 5 LAB  
  - Paperwork  
  - Project 5 LAB  
  - Concept and previs |
| 3/30 | 3/30 |
| 4/4 | 4/4 • Project 5 LAB  
  - Production and design  
  - Project 5 Final Project Lab  
  - Production and design  
  - Project 5 Final Projects LAB  
  - Production and Tech  
  - Project 5 Final Projects LAB  
  - Production and Tech  
  - Agree to order of final presentations |
| 4/6 | 4/6 |
| 4/11 | 4/11 |
| 4/13 | 4/13 |
| 4/18 | 4/18 • Presentation of Final Project  
  - Critique  
  - Presentation of Final Project  
  - Critique  
  - Final Projects Due  
  - Final Projects Due  
  - SEI's due |
| 4/20 | 4/20 |

NB: This schedule is subject to change at the professors discretion and with appropriate notice.