

Fall 2000

Advanced Digital Media Applications

[Course Rationale & Objectives](#) | [Textbooks](#) | [Assignments & Grading](#)
[Course Schedule](#) | [Experience Assessment Form](#) | [Class Pictures](#)



"Digital and High Definition TV - no choice"

Patrick Fitzgerald,
WBGU-PBS General Manager,
talks to TCOM 469 students

[More class pictures](#)

Course Information

TCOM 469 #72070; 3 credit hours
Tatyana Dumova, graduate-student instructor
Office hours: Thursday, 1 pm 4 pm
220 Tucker Center for Telecommunications
tel. 372-2700; e-mail: dumova@wbg.u.bgsu.edu

Course Rationale & Objectives

At a time of the revolution in information technologies, digital media are increasingly becoming ubiquitous ways to communicate efficiently and effectively. *Advanced Digital Media Applications* is designed to provide an overview of the pivotal digital media concepts and their potential use. By taking this course, students can prepare themselves for the technologically centered communication needs of the 21st century.

Learning outcomes of the course:

- gain knowledge of digital media concepts, design principles, and tools
- explore current and future trends in digital media development
- develop practical skills in using the cutting edge digital media applications
- investigate ways of modeling interactive media communication
- understand the social implications of digital media

In this class, students acquire basic experience in editing digital video on the **Media 100** system and creating special effects with **Boris FX** and **After Effects**. They learn how to compress the **QuickTime** digital video with **Media Cleaner Pro** for streaming it over the Web. Finally, students practice **Dreamweaver** rollovers, **Flash** animations, and interactive presentations with **Director**.

Class activities also include a variety of asynchronous and real-time interactions via

WebCT virtual learning and communication environment.

Textbooks

Required:

Vaughan, T. (1998). *Multimedia: Making it work*. Berkeley: Osborn McGraw-Hill.
Feldman, T. (1997). *An introduction to digital media*. London and New York: Routledge.

Recommended:

Director 8 and Lingo authorized. (2000). Berkeley: Macromedia Press.
Patton, B., & Franklin, D. (1999). *Flash 4! Creative Web animation*. Peachpit Press.

Additional readings may be placed on library reserve.

Assignments & Grading

Digital video editing project (Media 100 system)	30%
Assigned exercises in digital media applications	30%
Written exam on theoretical aspects of digital media	30%
Quizzes, class discussions, presentations, attendance	10%

Course Schedule

Week	Date	Topic	Assignments	Resources
1	08/28/00	Introduction to the course <i>Media 100</i> : hardware and software, system settings		<i>Media 100</i> wins Emmy The <i>Media 100</i> Profile
2	09/04/00	Labor Day: no class		
3	09/11/00	Analog vs. digital information <i>Media 100</i> : project hierarchy, importing media	Feldman, ch. 1-2; Vaughan, ch. 1-5 <i>Media 100</i> tutorial	Class notes (pdf)
4	09/18/00	Non-linear digital video editing <i>Media 100</i> : timeline editing, assembling a program, adding character generator graphic, creating transitions	Vaughan, ch. 6, 13 <i>CG Studio</i> exercise <i>Boris FX</i> exercise	Class notes (pdf)
5	09/25/00	Digital video effects <i>Media 100</i> : motion and color effects	<i>After Effects</i> lesson	After Effects features Class notes (pdf)
6	10/02/00	"Digital and High Definition TV - no choice?" Patrick Fitzgerald,	WBGU-TV visit Vaughan, ch. 10	Digital TV Digital video editing project checklist (pdf)

		General Manager, WBGU-TV		
7	10/09/00	Advanced digital images with <i>Adobe Photoshop</i> : Layers, masks Using digital camera	Media 100 project is due 10/23 Vaughan, ch. 11 <i>Photoshop</i> lessons Digital camera exercise	Photoshop Expert Center ZDNet Digital cameras guide Class notes (pdf) Project checklist (pdf)
8	10/16/00	Fall break: no class		
9	10/23/00	Digital Video Editing Project Presentations Compressing digital information <i>Media 100</i> : Exporting files Compressing digital video/audio with <i>Media</i> <i>Cleaner Pro</i>	Feldman, ch.4; Vaughan, ch. 13 <i>Media Cleaner</i> <i>Pro</i> exercise	Digital Video Editing Project checklist (pdf) Media Cleaner Pro Resources
10	10/30/00	Webcasting : streaming digital media content <i>QuickTime</i> multimedia environment	Vaughan, ch. 13, 14 <i>Apple</i> <i>QuickTime</i> ; <i>Real Producer</i> <i>G2</i>	Webcasting (ppt) QuickTime enhancements (pdf)
11	11/06/00	RTSP Streaming vs. HTTP Streaming Web authoring applications: Macromedia <i>Dreamweaver</i>	Feldman, ch. 5, 6; Vaughan, ch. 12, 18 HTTP streaming exercise	Dreamweaver resources Class notes (pdf)
12	11/13/00	Dynamic animation for the Web <i>Dreamweaver</i> : rollover <i>Flash</i> : drawing tools, text, layers, library	Feldman, ch. 6; Vaughan, ch. 14, 15 <i>Flash</i> lessons	Class notes (pdf)
13	11/20/00	Authoring interactive digital media <i>Flash</i> : editing sound, symbols and instances, adding interactivity, bringing Flash content to <i>Dreamweaver</i>	Feldman, ch. 3; Vaughan, ch. 9 <i>Flash</i> lessons	Class notes (pdf)
14	11/27/00	Preparing for the final exam	Vaughan, ch. 16, 17	Review questions (pdf)
15	12/04/00	<i>Flash</i> : shape tween animation, motion tween animation, four states of a button, adding sound to a button, creating a movie clip	Feldman, ch. 7; Vaughan, ch. 19 <i>Flash</i> lessons	Class notes (pdf)

16	12/11/00	Creating interactive movies for CD-ROM and Internet productions Macromedia <i>Director</i> : overview, circular path animation, real-time recording, producing runtime projectors, publishing with Shockwave, Director to <i>Dreamweaver</i>	Vaughan, ch. 20 <i>Director</i> lessons	Class notes (pdf)
17	12/18/00	Final Exam: Implications of digital media	Feldman; readings on Jerome Library Reserve	

Complete the Student **Experience Assessment Form**