

**Course Number:** DIG 6125C

**Course Title:** Digital Design and Visualization

**Credits:** 3

**Instructors:** Patrick Pagano with Hasani McIntosh

Digital Worlds Institute

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“Digital Design and Visualization” offers an interdisciplinary approach to the production and execution for a unique presentation of student produced media artifacts relative to their expressed interests [3D Modeling, 2D Motion Graphics, Digital Design. Students work inside software packages they already have a fluency in but with assigned production goals and responsibilities relevant to the production. This enables students to extend fundamental skills to convey ideas in a devised digital media project with hard deadlines and live deployment scenarios.

Digital arts and science students will be able to explore and produce elements of the production in the 3D package of their choice and will gain experience for deploying the models, scenes and special effects to a devised project of their choosing. Digital arts and science students will be able to explore and produce elements of the production in the 2D Motion Graphics package of their choice and will gain experience for deploying the data visualization, moving text, credits and animations to a devised project.

**Prerequisites:**

You must provide a personal laptop and bring it to class every week.

**Course Structure:**

<b>Week</b>	<b>Topics</b>	<b>Comments</b>	<b>Activities/Homework</b>
1	<ol style="list-style-type: none"><li>1. Digital Worlds introduction;</li><li>2. Course introduction and syllabus</li><li>3. Introduce Process</li></ol>	<p>Office hours - (varies by semester) Announced in class.</p>	<ol style="list-style-type: none"><li>1. Post to Blog a minimum of once a week.</li><li>2. Discuss Projects</li><li>3.</li></ol>

Week	Topics	Comments	Activities/Homework
2	<p>Devised Work, Integration and explanation of the structure of the piece</p>		<p>Discuss: Devised Projects</p> <p>Project Development</p> <p>Blog Creation</p> <p>Documentation Discussion for Video</p>
3	<p>1. Project expectations for</p> <p>3D, 2D, Video, Lighting,</p>		<p>Watch: Robert Ashley Private Lives</p> <p>READING: TBA</p>
4	<p>Narrative Theories and Context</p>		<p>Discussion: Storyboarding: I</p> <p>Blog</p>
5	<p>Creating a Script or a conceptual framework</p>		<p>Storyboarding: II</p> <p>Blog</p>
6	<p>Visual Data Flow Presentation</p> <p>MEDIA FORMATS AND DELIVERABLES</p>		<p>Discuss: Show Design</p> <p>Design work update Create poster and takeaways</p> <p>Blog</p>

<b>Week</b>	<b>Topics</b>	<b>Comments</b>	<b>Activities/Homework</b>
7	<b>MAYA/3D Max Discussion</b>	Office hours - (varies by semester) Announced in class.	Testing 3D Media inside Show Controller Blog
8	<b>ABLETON DISCUSSION</b>		Sound, VISUAL MEDIA CREATION TIME Blog
9	<b>2D Media Discussion FORMATS AND BEST PRACTICES</b>		Sound CUES VISUAL MEDIA CREATION TIME Blog
10	<b>Simulations</b>		Sound, VISUAL MEDIA CREATION TIME Blog
11	<b>Video Documentation work in progress</b>		Sound, VISUAL MEDIA CREATION TIME Blog
12	Works In Porgress Review		Sound, VISUAL MEDIA CREATION TIME Blog
13	<b>Concept and Website Advertising and Print Media, UF and Local Media, Social media</b>	Office hours - (varies by semester) Announced in class.	Sound, VISUAL MEDIA CREATION TIME

Week	Topics	Comments	Activities/Homework
14	Performance Space setup policies and procedures		Final Rehearsals Final Poster
15			Performances
16	Final Presentations		Performances

**Readings:** Selected reading will be distributed during the semester in PDF  
 WORDS MADE FLESH  
 Code, Culture, Imagination  
 Florian Cramer

**Assignments & Grades:** Grades will be based on total number of points earned on the following:

1. During the course: 1) keep a weekly blog for the course (criteria to be made available in class), and 2) attend live weekly discussion sessions. The reflective action assignment will be introduced in Week 1.
  - a. **Blog Posting Guidelines:** Your postings should reflect the following characteristics:
    - i. Contribute to an ongoing discussion/story

- ii. Contribute to own thread after initial post
- iii. Rich in technological, pedagogical, or academic content
- iv. Quote relevant part of previous posting when responding
- v. Use examples, quotes, and citations and references in your postings.
- vi. **Intertextuality** is the shaping of texts' meanings by other texts. It can refer to an author's borrowing and transformation of a prior text or to a reader's referencing of one text in reading another.
- vii. **High level of engagement** in your postings will cause others to be interested and respond.

## 2. Grade Breakdown

1. Individual In class participation	15
2. Blog participation [process]	15
3. Responses to viewings/readings	10
4. Project Storyboard(s) or Cues	20
5. Media Creation/Documentation Role	20
6. Project Presentation	<u>20</u>
Total	100

### *GRADING SCALE*

*A = 95-100 points*  
*A- = 90-94 points*  
*B+ = 87-89 points*  
*B = 84-86 points*  
*B- = 80-83 points*  
*C+ = 77-79 points*

*C = 74-76 points*  
*C- = 70-73 points*  
*D+ = 67-69 points*  
*D = 64-66 points*  
*D- = 60-63 points*  
*E = 59 points or below*

## **Class Etiquette**

The following are expectations for classroom etiquette during **meeting** sessions:

1. Turn cell phones off or put on silent mode. Do not answer unless it is an emergency.
2. Do not read materials during class, unless assigned.
3. There is no eating or drinking in the **classroom** area.
4. Demonstrate respect to not only instructors but also, also fellow students. This means paying attention to lecturers and not checking emails or working on other projects during a presentation.

## **University of Florida Policies**

1. Academic Honesty: As a result of completing the registration form at the University of Florida, every student has signed the following statement: "I understand the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty, and understand that my failure to comply with this commitment may result in disciplinary action, up to and including expulsion from the University."
2. Acceptable Use Policy: Please read the University of Florida Acceptable Use Policy. It is expected that you abide by this policy.
3. Software Use: All faculty, staff, and students of the University of Florida are required and expected to obey laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken

as appropriate.

4. Accommodations for Students with Disabilities: Students with disabilities, who need reasonable modifications to complete assignments successfully and otherwise satisfy course criteria, are encouraged to meet with the instructor as early in the course as possible to identify and plan specific accommodations.
  - a. Students will be asked to supply a letter from the Office for Students with Disabilities to assist in planning accommodations. Please see me outside of class time to discuss any accommodations you might need.
5. University of Florida Counseling Services: Resources are available on campus for students having personal problems or lacking clear career and academic goals that interfere with their academic performance. These resources include:
  - a. University Counseling Center, 301 Peabody Hall, 3921575, personal and career counseling.
  - b. Student Mental Health, Student Health Care Center, 3921171, for personal counseling.
  - c. Sexual Assault Recovery Services (SARS), Student Health Care Center, 3921161, for sexual assault counseling.
  - d. Career Resource Center, Reitz Union, 3921601, career development assistance and counseling.
6. UF Computer Policy
  - a. In keeping with the University of Florida's student computer policy all assignments completed for this class must be typed using a word processing program. Use of spell-checking and grammar-checking programs is strongly encouraged. Excessive spelling/grammar errors detract from quality of scholarship, and will be appropriately assessed. Use of desktop publishing software and computer generated graphics for course product that may eventually be included in student's portfolios is also strongly encouraged.

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