

PROJECTION DESIGN 01

COURSE NUMBER: DIG 5555C	CLASS LOCATION:
SEMESTER/YEAR: FALL 2017	CLASS MEETING TIME(S): MON 6-7 PERIOD / WED 7 PERIOD
CREDIT HOURS: 3	Office location/Hours: SOTD Mon 11a-12:50p DW Wed 12:50p-1:40p
INSTRUCTOR: Michael Clark	CONTACT EMAIL: Michael@digitalworlds.ufl.edu
CONTACT PHONE: (352) 294-2000	COURSE WEBSITE: ELEARNING.UFL.EDU

COURSE DESCRIPTION

The course will empower students to develop a design vocabulary to speak about entertainment technology, concepts and workflows. Students will complete assignments in various aspects of production presentation including image research, equipment specification, system implementation, graphics work, cueing and programming a supporting or sustaining module. Discussion will include theoretical and historical foundations, but the focus is on the student understanding and mastering the tools and systems for a successful design implementation.

The class is setup as an instructional forum that guides students in an overall scheme for a system of design. Practical projects will be given on a weekly or bi-weekly basis to complete for class critique. Students are expected to present and to explain their design choices, approaches and solutions to the class using the correct terminology. A final group project will result in a performance supported directly by the use of entertainment technologies open to the public at the end of the semester.

PREREQUISITE KNOWLEDGE AND SKILLS

Computer usage, Mathematics skills and a foundation in theatrical production will all benefit the student in this class. Familiarity with the ADOBE suite of products is required. A working knowledge of Photoshop and After Effects and basic camera knowledge are expected. Other technologies will be introduced during the course.

PURPOSE OF COURSE

To educate and enlighten students in the craft of working with Digital Medium in a creative way towards production and presentation for live events.

COURSE GOALS AND/OR OBJECTIVES:

By the end of this course, students will be able to:

1. Understand the historical and theoretical dimensions of digital technology applied to entertainment events.
2. Understand and use terminology specific to the industry of entertainment in combination with the technological tools
3. Design effects and cue content for digital media.
4. Recognize and use a wide variety systems and equipment usage for applications in entertainment technology

COURSE SCHEDULE: The course has no midterm or final exam, only a series of projects and quizzes to be completed at regular intervals.

TEXTBOOKS, SOFTWARE AND INSTRUCTIONAL MATERIALS:

While there isn't a required textbook, the Instructor will be suggesting reading and research and bringing articles and documents. The students will wind up with a "workbook" of notes and information to refer to at the end of the

DIG5555C – PROJECTION DESIGN 01

course. Students should have personal access to the Adobe Creative Suite or CC and a working knowledge of Photoshop and After Effects are expected. Other technologies will be introduced during the course session.

COURSE FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida)

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The course fee for this class is **\$5.50**

DATE	TOPIC	Assignments Given & Due
21-Aug	Lecture: Introductions, review of upcoming coursework	TECHNOLOGY RESEARCH PROJECT GIVEN
		Scene Breakdown
28-Aug	how to read a script of visual clues	Comprehensive Cue List
		TECHNOLOGY RESEARCH PROJECT DUE
4-Sep	understanding stage directions	MUSIC and VISUALS PROJECT GIVEN
		QUIZ 01 and Projector choice
11-Sep	your own cue list	
		Media Catalogue Review
18-Sep	Research Imagery	
		QUIZ 02 and Projector Operation
25-Sep	Field Image for Scenic Solution	
		Digital Storyboard MUSIC and VISUALS PROJECT DUE

DIG5555C – PROJECTION DESIGN 01

2-Oct	storyboard layout	STORYBOARD AND CUE CONCEPT PROJECT GIVEN
		QUIZ 03 and Lens Calculation
9-Oct	Paperwork for Show	
		After Effects Cue Composition Setup
16-Oct	Workflow Management	
		QUIZ 04 and Rendering Output for Media Servers
23-Oct	Presentation Systems and Programs	
		Signal Flow Chart STORYBOARD AND CUE CONCEPT PROJECT DUE
30-Oct	Media Editing	PROGRAMMING ASSIGNMENT GIVEN
		QUIZ 05 And Watchout
6-Nov	Photoshop Review	
		Content Mapping
13-Nov		
	After Effect Review	QUIZ 06 and Projection Screens
20-Nov		
		External Inputs
27-Nov	Output Modules Review	PROGRAMMING ASSIGNMENT DUE
		QUIZ 07 and Full Design Realization

DIG5555C – PROJECTION DESIGN 01

4-Dec		

EVALUATION OF GRADES

Assignment or Course Component	Points	Percentage of Grade
Technology Research Project	100	15%
Music and Visuals Project	100	15%
Storyboard Project 01	100	15%
Projection Programming Project	100	15%
Course Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.	100	10%
7 In-class Quizzes	700	30%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies is here:
<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

COURSE POLICIES:

ASSIGNMENTS

There are a number of class projects. It is important to complete the class projects in the time assigned, as completed projects will become the basis for continued projects. Most projects will need to be completed in the week interim between course meetings.

GRADING

Your assignment grades will be based on these factors:

DIG5555C – PROJECTION DESIGN 01

- Your understanding of the assignment and your ability to follow instruction
- The completion of the project during the time required
- That all factors that are in the assignment are addressed completely and correctly
- Your quality, level of research, preparedness and ability to discuss your project using the correct terminology when called upon.

PARTICIPATION / ATTENDANCE

We value participation more than mere attendance. Each Instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement. Attendance to receive the proper instruction and example is paramount to your success in this class if your absence cannot be avoided please contact the Instructor prior to the class session that needs to be missed. More than one (1) unexcused absence will result in a deduction of 5% of the participation grade for each missed session.

QUIZ/EXAM POLICY

Quizzes will not be announced and will take place during the class session. Exams / Class Completion project deadlines will be announced. Late or Missed Exams will be marked down unless a prior arrangement is made.

MAKE-UP POLICY Late assignments or Missed Exams will be marked down unless a prior arrangement is made. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

COURSE TECHNOLOGY

The students will be required to have access to, and use a personal computer with the access to the Internet. Word editing software will be required for written assignments. Students should have personal access to the Adobe Creative Suite or CC and a working knowledge of Photoshop and After Effects are expected. Other technologies will be introduced during the course session.

COURSE COMMUNICATIONS

Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS). Electronic communication must demonstrate a formal tone and style and , unless absolutely urgent, will be responded to M-F 10am – 6pm

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge that states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conducthonor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

PLAGIARISM

DIG5555C – PROJECTION DESIGN 01

Plagiarism is a violation of the UF honor code. A student shall not represent as the student's own work all or any portion of the work of another. Plagiarism includes but is not limited to:

1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution.
2. Submitting a document or assignment, which in whole or in part is identical or substantially identical to a document or assignment not authored by the student.

Students shall not use unauthorized materials or resources in an academic activity. Unauthorized materials or resources includes any paper or project authored by the student (or another student) and presented by the student for the satisfaction of any academic requirement if the student previously submitted substantially the same paper or project to satisfy an academic requirement and did not receive express authorization to resubmit the paper or project.

CLASS DEMEANOR

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

1. University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning- support@ufl.edu.
<https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.
<http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.
<http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:

https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:

<http://www.distance.ufl.edu/student-complaint-process>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.