
Term Information

Effective Term Spring 2014

General Information

Course Bulletin Listing/Subject Area Theatre
Fiscal Unit/Academic Org Theatre - D0280
College/Academic Group Arts and Sciences
Level/Career Graduate, Undergraduate
Course Number/Catalog 5310
Course Title Fundamentals of Media Design
Transcript Abbreviation FundamentalMediaDs
Course Description A foundational introduction to the skills, tools, best practices, collaborative processes, and theories for media and projection design in a live performance production environment.
Semester Credit Hours/Units Fixed: 3

Offering Information

Length Of Course 14 Week
Flexibly Scheduled Course Never
Does any section of this course have a distance education component? No
Grading Basis Letter Grade
Repeatable No
Course Components Laboratory
Grade Roster Component Laboratory
Credit Available by Exam No
Admission Condition Course No
Off Campus Never
Campus of Offering Columbus

Prerequisites and Exclusions

Prerequisites/Corequisites Prereq: Theatre 2211 or instructor permission.
Exclusions

Cross-Listings

Cross-Listings

Subject/CIP Code

Subject/CIP Code 50.0501
Subsidy Level Doctoral Course
Intended Rank Junior, Senior, Masters

Quarters to Semesters

Quarters to Semesters New course
Give a rationale statement explaining the purpose of the new course See attached.
Sought concurrence from the following Fiscal Units or College

Requirement/Elective Designation

The course is an elective (for this or other units) or is a service course for other units

Course Details

Course goals or learning objectives/outcomes

- Develop a student's knowledge and ability to communicate and collaborate with other theatre professionals (directors, designers, dramaturges, etc.) about the theories, practices, limitations and affordances of media design tools and techniques.
- Gain a foundational understanding of 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 in the context of including the artistic process, paperwork, and implementation.

Content Topic List

- Design collaboration
- Video projection mapping
- Video editing
- DSLR camera techniques
- Media servers
- Display technologies
- Content generation

Attachments

- Fundamentals of Media Design Rationale.pdf: Rationale
(Other Supporting Documentation. Owner: Simon, Beth E)
- Fundamentals of Media Design Syllabus.docx
(Syllabus. Owner: Simon, Beth E)

Comments

COURSE REQUEST
5310 - Status: PENDING

Last Updated: Vankeerbergen, Bernadette
Chantal
03/04/2013

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Simon, Beth E	01/30/2013 03:20 PM	Submitted for Approval
Approved	Gray, Daniel	01/30/2013 03:27 PM	Unit Approval
Approved	Heysel, Garrett Robert	03/01/2013 05:31 PM	College Approval
Pending Approval	Nolen, Dawn Jenkins, Mary Ellen Bigler Vankeerbergen, Bernadette Chantal Hogle, Danielle Nicole Hanlin, Deborah Kay	03/01/2013 05:31 PM	ASCCAO Approval



Theatre 5310: Fundamentals of Media Design For Theatre SYLLABUS

TERM: Spring 2014
CREDITS: 3
LEVEL: U & G
CLASS TIME: TBD
LOCATION: TBD

INSTRUCTOR: Alex Oliszewski
OFFICE: Drake 2052
OFFICE EMAIL: Oliszewski.1@osu.edu
OFFICE PHONE: (614) 688-1434
OFFICE HOURS: TBD

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 and concepts as well as develop and implement media designs for various theatrical contexts. The class will cover the underlying technology used in media design, along with methods of artistic collaboration, development of system designs and media plots, as well as media production and post production. THE 2211 is prerequisite for this course.

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.

REQUIRED TEXTS:

There are no required texts for this class.

The professor, in PDF or other digital format, will provide all required reading materials.
(Readings should be completed prior to class meeting)

RECOMMENDED TEXTS:

Dixon, Steve *Digital Performance: A History of New Media in Theatre, Dance, Performance Art, and Installation (Leonardo Book Series)*, MIT Press (2007)

[Physical and digital copies of this book are available at the OSU Library]

Lancaster, Kurt *DSLR Cinema 2nd Edition*, Focal Press (2012)

[Available from Amazon.com]

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:

Research Assignment	15%	<u>Grading Scale</u>	
Project 1	10%	93 - 100.0	A
Project 2	10%	90 - 92.9	A-
Project 3	15%	87 - 89.9	B+
Project 4	15%	83 - 86.9	B
Final Project	35%	80 - 82.9	B-
Total	100%	77 - 79.9	C+
		73 - 76.9	C
		70 - 72.9	C-
		67 - 69.9	D+
		60 - 66.9	D
		0 - 59.9	E

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, the OSU Escort Service is available after 7 p.m. by dialing 292-3322.

!!! PLEASE REFER TO COURSE SCHEDULE ON NEXT PAGE !!!

WEEK

- **01 Course Overview**
 - Intake quiz
 - Discuss research imagery
 - Discuss Research Imagery; Research Assignment
 - Explanation of analysis criteria
- **02 Research**
 - Introduction to the tools of media design
 - Photoshop
 - Discuss composition and compositing; assign Project 1
 - Assign dates for Designer Presentations
- **03 Project 1 Lab.**
 - Assign Project 2
- **04 Project 1 Due**
 - Introduction to the tools
 - After Effects
 - Project 2 Lab
- **05 Project 2 Lab**
 - Theatrical Media Design
 - Scripts; Cues; System Diagrams; and the Production Process
- **06 Introduction to the tools**
 - DSLR Cinema and other forms of image capture
 - NLE workflow
- **07 Project 2 Due – Review and Discussion**
 - Assign Project 3
- **08 Project 3 Check Ins**
 - Introduction to the tools
 - Display technology
 - Projections
 - LCD
 - Media Servers
 - Project 3 Lab
- **09 Assign Final Project**
 - Project 3 lab
 - Discuss Video Mapping
 - Preparing for Project 4
 - Assign Project 4; Final Project
- **10 Project 3 Due**
 - Technical Demonstration
 - Video Mapping
 - Project 4 Lab
- **11 Project 4 Lab**
 - Designer Presentations

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- **12 Project 4 and Final Project Lab**
 - **Designer Presentations**

 - **13 Project 4 Due**
 - **Designer Presentations**
 - **Class Presentations of Project 4**
 - **Final Project Lab**

 - **14 Final Projects Due**
 - **Presentation of Final Project**
 - **Critique**

 - **15 Final Projects Due**
 - **Presentation of Final Project**
 - **Critique**
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Project Descriptions:

Assignment: Image and Concept Research

Use the image research resources and best practices discussed in class to collect images related to an abstract concept of your choice.

Project 1: Concept Collage

Using best practices in tandem with any available image compositing tool capable of exporting un-flattened alpha layers create three compositions. 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.

Introduction to Media Design for Theatre

Rationale:

The explosion of new media has affected every corner of the human experience and, in turn, has changed the way we tell stories. The use of video projection and other forms of moving images is quickly becoming ubiquitous in professional and semiprofessional theatres. The learning curve for an individual interested in collaborating with or becoming a media designer can be steep when resources are limited and best practices are not commonly defined in the production environment. This class is proposed as a necessary and foundational introduction to the skills, tools, best practices, collaborative processes, and theories for media and projection design in a live performance production environment.