

time:collage the sequenced image in two REAL forms [materiality + virtuality]

objective: collage, assemblage, montage --comparing and exploring ideas and relationships that come from film and time editing (video game, web, video, film) . The exercise/project is separated into static form and time form, with the format to be presented in a sequential configuration. Media, image, manipulation, order, pacing, content vs. context, all become topics for/of discussion.

understanding time, sequence, image and time controls in simple media

materials: student selected objects (but objects that can be glued/applied to a physical (actual) collage.

scanner, external drive (saving files), Photoshop, patience, iMovie (Final Cut if you're brave, or . even Flash), lots of time for play

select objects that are themed [you select theme or choose from the list at the bottom of the page]

objects cannot be virtual, they must be actual. images must then be collected digitally, this time through scanning.

for example: photos, objects (small toys), pages and text from magazines, . . .textures

the collage components must be attached to a form that is the actual collection that becomes the collage/montage

--but attach only after each element has its image scanned.

for this exercise we'll use Photoshop > ImageReady

(brief tutorial and how-to will also be provided on January 31 if not before)

scanning objects for NTSC/web. resolution is 72dpi/ppi.
final (GIF) image size should not exceed 8 inches in either height or width

objects will be scanned separately, but placed in Layers on a single Photoshop file.

the number of Layers corresponds to the number of views/sequences that your viewer will see.

(the images can be copied, pasted, manipulated, enhanced)

upon completion of the Layers and any image manipulation, the file should be reduced if necessary (Image/Image Size), saved and sent to (File) > Edit in ImageReady

choose the Animation palette (under Window) in ImageReady

(we should have a brief tutorial for this--refresher, or information)

add frames to the palette, then select the Layer Visibility for each image that is visible per window sequence

time may also be adjusted, so that as the artist you control the amount of time an image is on the screen

You may add as many frames as you like (999 is the limit) and select the order for the slide/layer sequences to appear

you can add Tweens (image building between frames) to any and all frames as necessary. (not required, just know how to do this)

After you have it playing the way you'd like your audience to view it, this file will become

1 our GIF animation (File > Save Optimized As > filename.gif)

2 frames for movie editing (Finder > Desktop > File > New Folder (name the folder) then ImageReady > File > Export > Animation Frames as Files (in the dialog box, be sure you select the destination folder or these will go all over the desktop)

3 frames for AfterEffects (make another folder on the desktop for this one) ImageReady > File > Export > Layers as Files

4 then as a SWF (shockwave file), File > Export > Macromedia SWF

save the different versions in your current classes folders

Desktop > Current Classes > where it says student, use your pawprint. . .with your password

once the Current Classes Network icon launches on the desktop, open it and find Higgins/ experimental media/students you should have a folder in that student folder. it's a network save/storage for the semester.

and now you have files to drop into your movie editing timeline to make a quick animation with iMovie and we'll experiment with a little sound as well. . .

examples of the collage project > <http://randomversion.com/animationstation.htm>

check course calendar for due date