

## **DSGN 223 Sound and Image**

This course emphasizes combining and composing visual and audio media for timeline multimedia formats. Primary focus is given to the production of video which includes 2-D animation using any combination of music, sound effects, recorded live sounds, computer-generated "noise," digitized video, non-interlaced video, alpha masked video, sprite animations, still bitmap images, and vector images.

*(Pre-requisites: None)*

### **Course Learning Outcomes:**

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

1. To obtain critical, knowledge and understanding of audio- visual principles and main components.
2. To gain an understanding of the important cultural and social trends to be communicated through multimedia platforms.
3. To apply practical professional knowledge of values, methods, techniques, and standards, for sound image-based projects.
4. To gain an understanding of how to design and complete a multimedia project with human participants considering and following all ethical principles required.
5. To obtain analytical skills by participating in reviewing, critiquing and evaluating a variety of sound image-based programs.
6. To use problem- solving, synthesis and creative skills in sound & image production projects.
7. To identify and solve the challenges faced during the completion of this full-scale mixed media project.
8. To select and utilize the appropriate software to complete this full-scale mixed media project.
9. To obtain effective communication skills, of combining creatively multimedia components.
10. To obtain the ability to take initiative and independently develop themes, unique story ideas

### **Textbook & Course Materials:**

- Williams, R. (2012). *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators* (Fourth Edition, Revised ed.). Farrar, Straus and Giroux

### **Course Content:**

1. Theory of Animation
2. Composition
3. Layers & Masks

4. Timeline
5. Animation Principles
6. Keyframes
7. Graph Editor
8. Shape modifiers –
9. Merge, Offset and Trimming Paths
10. Advance Transforms
11. Character Design
12. Body and Facial Rigging
13. Text Animation
14. Connect Through Storytelling
15. Storyboard
16. Photography
17. Photo editing
18. Preparing files for the collage
19. Scripting for audio
20. Audio Editing
21. Audio Studio Workshop