

# Art 130

## Introduction to Multimedia

### COURSE OUTLINE

**Prerequisites:** None

**Course Description:**

Introduces the student to the basic components of multimedia: text, graphics, animation, sound, and video, and explores how they combine to create a multimedia product. Emphasizes the design aspects of multimedia projects and teaches the techniques required to develop a presentation.

**Semester Credits:** 3 **Lecture Hours:** 2 hours **Studio Lab Hours:** 2 hours



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### Course Outcomes:

**At the completion of this course, the student should be able to:**

- Design different basic multimedia products using industry standard software as a tool
- Demonstrate skills to proceed to the next level of multimedia design
- Converse in the language of multimedia design and develop a technical vocabulary
- Apply aesthetics based on fundamental design principles to multimedia works

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## Required Materials:

- Portable storage device – jump drive or pocket drive

**Internet access and Blackboard required**

## Textbook (required):

None

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### Topical Description:

- The basic concept and design of a multimedia project
- How text, graphics, animation, sound and video integrate into a cohesive project
- The concept of sequential imagery as it applies to storyboarding and scripting.
- Development of a prototype
- The aesthetic and technical vocabulary pertinent to multimedia design
- The types of multimedia currently in use

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