

IMT1102 -INTRODUCTION TO INTERACTIVE MEDIA TECHNOLOGIES PRODUCTION PRACTICES

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Schedule: Tuesdays, 04:10PM-5:50PM and
Thursdays, 04:10PM-5:50PM, Room V321

INTRODUCTIONS

- A little bit about yourself.
- Why did you choose the Emerging Media Technologies Program ?
- What is your favorite film or video game?

COURSE DESCRIPTION

A hands-on introduction to the applied principles and **production techniques** used in interactive media development. You will be introduced to the basic **theory, practices,** and **technology** necessary for success in digital media courses, including imaging, sound, video, and animation, as well as, interactive, networked, and physical computing technologies. The structure of this course emphasizes an **integrated and creative** approach to interactive media with detailed instruction and practice in the technical aspects of production that go hand in hand with critical academic thinking.

GRADING

- Attendance
- Class participation
- Assignments

SUPPLIES

- USB Flash Card
- Notebook, pens
- Digital camera (optional)

SOFTWARE



PRODUCTION PRACTICE

The steps required to bring a project to fruition. How to think creatively, come up with ideas, plan the production phase, work in teams, use the appropriate technology, communicate ideas clearly, and present a final product.

FROM

“A movie about a little robot left on Earth”

TO

AFTER 700 YEARS

OF DOING WHAT

HE WAS BUILT FOR,

HE'LL DISCOVER WHAT

HE WAS MEANT FOR.



Disney • PIXAR

WALL•E

IN CINEMAS 2008

FROM THE CREATORS OF "FINDING NEMO"

ask

spotlight door

dramatic

music
piano?

sound?

old-fashioned
door

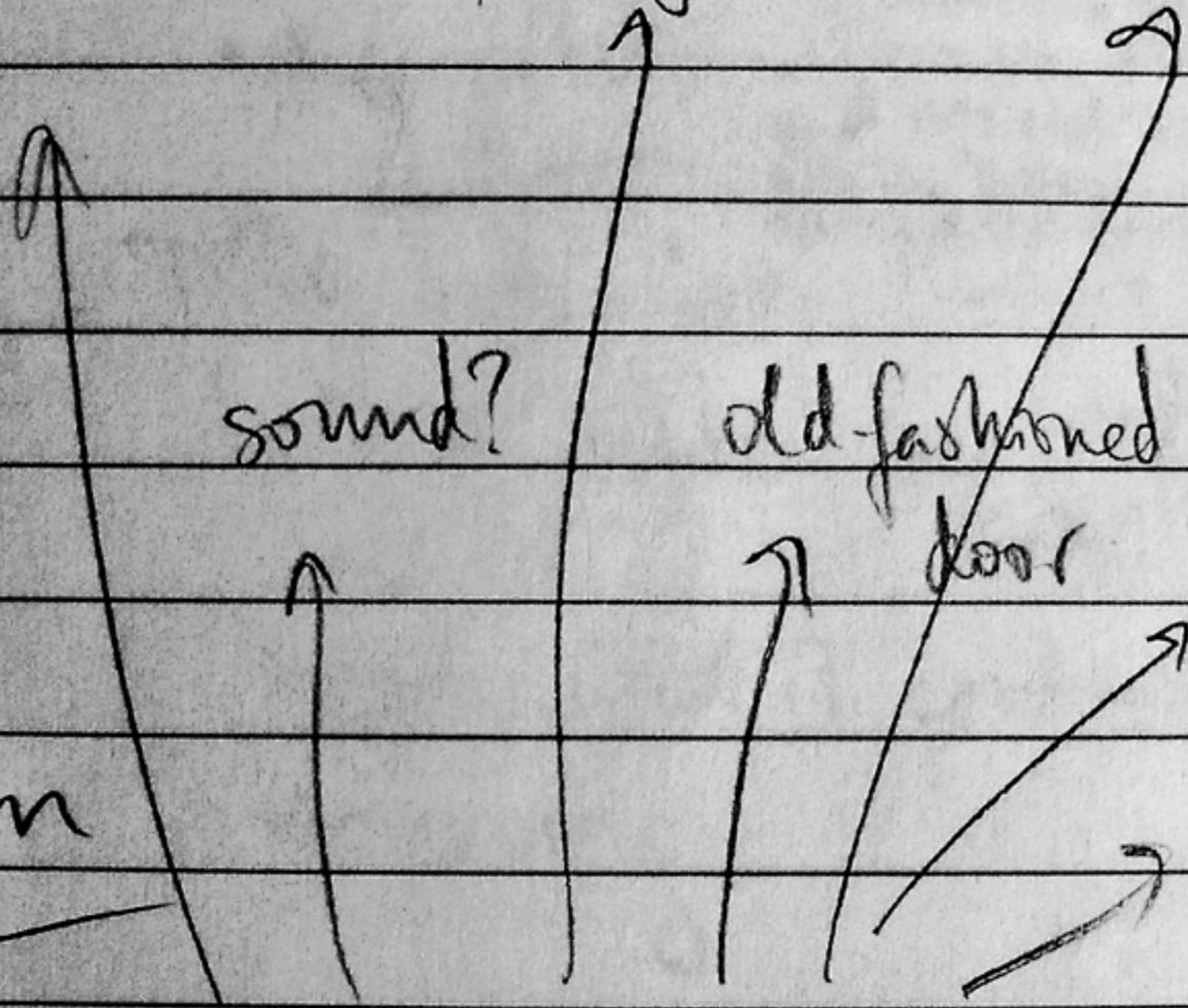
distinctive
sounds

film

hammering
long

hammering on a door

a couple of times



EXT. SPACE

FADE IN:

Stars.

The upbeat show tune, *Put On Your Sunday Clothes*, plays.

"Out there, there's a world outside of Yonkers..."

More stars.

Distant galaxies, constellations, nebulas...

A single planet.

Drab and brown.

Moving towards it.

Pushing through its polluted atmosphere.

"...Close your eyes and see it glisten..."

EXT. PLANET'S SURFACE - CONTINUOUS

A range of mountains takes form in the haze.

Moving closer.

The mountains are piles of TRASH.

The entire surface is nothing but waste.



I think they based the movement on a crab, although for first hand experience. They didn't mention that.

Crabs are scavengers like WALL-E. They are slightly limited in the way they move, usually in one direction and turning on the spot

Their eyes are external like WALL-E's, and they feed the rubbish in through the front of their bodies with both hands.

Jonny 5. similar approach to wheels and head. B's Kids film.

Visited the dump

the factory

Limited movement used for arms.

Looked for faces in mechanical things

Silent performers for movement is Chaplin/Keaton.

EYES

Binoscopes were used for their expressive quality, with the hinge in the center.

Camera lenses were also used for the eyes

TREADS

They looked at the treads of S.W.A.T. team bomb disposal robots

They also looked at an offroad wheel chair a man had made for his wife. It kicked up a lot of dust off road which they also studied

WALL-E CREATION SHEET

The sound guy worked on WALL-E previously in Star Wars. He looked at some of his own work and saw how he could reuse old



Auto PILOT

THIS IS THE AIR FROM A FOURTH HYDRAULIC CIRCUIT TO BE USED FOR EXTRA DENSITY WHEN WE NEED TO REFORM THE FLASK.

IGNORE HOLES & SEE POST REFIDUM

FACE OF EYE

14 LUB. VALVES DISPOSED

WHEEL FOR FLASK

model packet. Jason Deamer, 2007, pencil







A FEW NUMBERS

- Around **1200 employees** work at Pixar Animation Studios.
- The average Pixar movie usually takes **4 to 5 years** to create.

OPENLAB

OpenLab is an open-source, digital platform designed to support teaching and learning at New York City College of Technology (NYCCT), and to promote student and faculty engagement in the intellectual and social life of the college community.

<http://openlab.citytech.cuny.edu/>

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- phone: 718-260-4900
- email: studenthelpdesk@citytech.cuny.edu
- in person: on the 1st Floor of the Atrium Building.

ASSIGNMENT

DUE THURSDAY, SEPTEMBER 6

- Post a **bio, picture, and name** (your real one or a made up identity) as a blog entry on **Open Lab**.
- Read the “Getting Started” section on Open Lab: <http://openlab.citytech.cuny.edu/blog/help/help-category/getting-started/>
- Read the image resizing tutorial at: <http://www.ophrysphotography.co.uk/pages/resizing.htm>