

COURSE NUMBER: Vr334		COURSE TITLE: Performance Technology	
TERMS OFFERED: Summer		PREREQUISITES: None	
TEXTBOOKS/REQUIRED MATERIAL: "Multimedia Performance" by Rosemary Klich & Edward Scheer		INSTRUCTOR: Alvin Hill DATE OF PREPARATION: DATE OF UC APPROVAL:	
INSTRUCTOR(S): Alvin Hill		SCIENCE/DESIGN: n/a	
CATALOG DESCRIPTION: All types of media and technology surround us; this class will teach you ways of combining that media and technology into an instrument that you can play in live performance. We will survey the history and development of multimedia work and focus on skills such as "do-it-yourself" lighting and lighting design, video projection, and audio and video editing using open source software that you can download at home. Along the way we will touch on DJ skills as a philosophical way of learning how to combine these sometimes disparate forms into a single instrument. This course will require you to keep a weekly journal, complete a series of projects that demonstrate your command of the skills presented, and participate in a final group performance.		COURSE TOPICS: 1. General Survey (8 hrs) 2. Discussion (6 hrs) 3. Work with software tools (10 hrs) 4. Teamwork (5 hrs) 5. Critique (5 hrs) 6. Hands-on performative experience (5 hrs)	
COURSE STRUCTURE/SCHEDULE: Lecture/Discussion/Lab twice a week, 90 minutes each			
COURSE OBJECTIVES [Course Outcomes in brackets]		<ol style="list-style-type: none"> 1. Survey and define the area of work that we are calling "multimedia performance." [1-8] 2. Introduce several tools of the trade by teaching students to use multiple types of open source media software. [2-6] 3. Facilitate discussion around the creative process: stimulate thought on how to combine and perform with the tools that have been presented. [7 & 8] 4. To provide the knowledge and experience necessary to plan, compose, and perform a polished high-quality performance, and to thoroughly critique the results. [1-8] 5. To provide experiences working together as creative collaborators to accomplish a common goal. [7 & 8] 	
COURSE OUTCOMES [Program Outcomes in brackets]		<p>after completing <i>performance technology</i> students should...</p> <ol style="list-style-type: none"> 1. Have an informed idea of what multimedia and multimedia performance is and be able to articulate it. [g, i & j] 2. Use such tools as section, envelope, draw, zoom, time shift, multi, cut, copy, paste, trim, and silence to edit audio. In addition to being able to add effects such as amplify, change pitch, speed & tempo, compressor, echo, equalization, fade in & out, and normalize to change the quality of audio. [i] 3. Use video editing software to crop, rotate, adjust audio, adjust video brightness, contrast & saturation, create text effects, and create video transitions such as cuts, fades, dissolves, and wipes, add voice-overs, and audio dubs. [i] 4. Manipulate projection by creating and transforming spaces. By starting to think of video projection as light that can be masked to project on multiple objects and surfaces within the projector's projection angle and to exploit the depth of field in video projectors by warping live, prerecorded and/or still image sources. [i] 5. Create images, animations, and interactions by doing basic programming in Processing. [i] 6. Build compelling environments and moods using only lighting design. [i] 7. Be capable of taking the group's idea or concept to performance by using a theme or issues as inspiration: researching that inspiration to develop narrow and refine the idea: story-board and incubate to germinate the concept: create a production time-line, rehearse and critique to bring the performance into reality. [d, g, i & j] 8. Perform in a group using text, audio, still image, animation, light, movement, and interactivity as if it were one instrument. [d, g, i & j] 	
ASSESSMENT TOOLS [Course Outcomes in brackets]		<ul style="list-style-type: none"> • Reflections [1, 7 & 8] • Homework assignments [1, 6, 7, & 8] • Mini-projects [2-6] • Quizzes [1-8] • Mini-performances [1, 7 & 8] • Final performance [1, 7 & 8] 	