



UNIVERSITI TEKNOLOGI MARA

FET330: TIME BASED MEDIA AND TECHNIQUE : SPACE

Course Name (English)	TIME BASED MEDIA AND TECHNIQUE : SPACE APPROVED
Course Code	FET330
MQF Credit	2
Course Description	In this course students will be exposed to the development of a multimedia movie presentation. This movie presentation will be executed in a linear approach. The element of space will be emphasize in term of its application and development of the artwork. Students will be though hands-on in using authoring and sound editing software. What the students learned in previous Time-Based Media, will help them develop appropriate data of animations, images, sounds, texts, graphics etc. to be used in designing and constructing an artwork. The students will also be guided in identifying their research problems, conducting literature, visual search, discussing theoretical and visual concepts. The soft wares recommended to be used in this course is Adobe Flash CS6 and Adobe Audition CS6 or its equivalent.
Transferable Skills	<ol style="list-style-type: none">1. Communication Skills2. Learning Skills3. Computer Skills4. Time Management Skills5. Listening Skills6. Problem-Solving Skills7. Creativity Skills
Teaching Methodologies	Lectures, Lab Work, Demonstrations, Problem Based Learning (PBL), Discussion, Presentation, Computer Aided Learning, Journal/Article Critique
CLO	<p>CLO1 State the objectives of the problems.</p> <p>CLO2 Comprehend the elements and principles of art in the literature reviews.</p> <p>CLO3 Relate the concept of light, form and space in the visual composition of the images.</p> <p>CLO4 Select and organized the light, form and space in the visual composition of the images.</p> <p>CLO5 Prepare a studio proposal & portfolio of artwork.</p>
Pre-Requisite Courses	No course recommendations
Topics	<p>1. RESEARCH AND THEORY: Concept, Software, Interface, and Tools</p> <ol style="list-style-type: none">1.1) Concept of Time-Based Media & Techniques: Space1.2) Soft wares and Hard wares1.3) Overview Interface1.4) Drawing and Painting Tools1.5) Selection Tools1.6) Coloring Tools1.7) Text Tool1.8) Image Editing Tools <p>2. VISUAL RESEARCH: Reference, Sketches, Idea, Proposal & Properties.</p> <ol style="list-style-type: none">2.1) Artwork Reference and Studies2.2) Rough Sketches2.3) Idea Development2.4) Artwork Proposal2.5) Properties

3. MATERIALS AND TECHNIQUES: Basic Techniques, Sound, Animation, Effects

- 3.1) Basic Animation Techniques
- 3.2) Adding and Editing Sounds
- 3.3) Organizing Animation
- 3.4) Spacial Effects
- 3.5) Basic Action Script
- 3.6) Publishing Movie

4. FINAL EXECUTION: Screen, Sync, Test Movie, Publishing & Formatting

- 4.1) Create Images on Screen
- 4.2) Create The Opening and Closing Lines
- 4.3) Adding and Editing Sounds
- 4.4) Adding Transition and Special Effects.
- 4.5) Sync The Animation and Sound
- 4.6) Adjust the Scene Test Movie
- 4.7) Publishing
- 4.8) SWF Format
- 4.9) EXE Format
- 4.10) FLA Format

5. PRESENTATION: Oral & Visual

- 5.1) Oral Presentation
- 5.2) Visual Presentation

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Project 2	30%	CLO4
	Individual Project	Project 1	30%	CLO3
	Portfolio/Log Book	Report & Presentation	10%	CLO5
	Visual Assessment	Visual Research proposal	10%	CLO2
	Written Report	History of Techniques and Artwork Reference	20%	CLO1

Reading List	Recommended Text	Reference Book Resources
	<ul style="list-style-type: none"> • Lopez, Luis A and Romer, Robin M. 2013, <i>Adobe Flash Professional CS6</i>, Course Technology, Cengage Learning US • Adobe Systems 2010, <i>Adobe Flash Professional CS5 Classroom in a Book</i>, 1 Ed., 10, Peachpit Berkeley, California. [ISBN: 0-321-70180-1] • L Luis A, and R Robin M 2013, <i>New Perspective on Adobe Flash Professional CS6 Introductory</i>, Course Technology, Cengage Learning USA • Perkins, Todd 2010, <i>Adobe Flash Professional CS5</i>, Wiley Publishing, Inc Indianapolis 	<ul style="list-style-type: none"> • F Ellen, L Grudy and L Mary 2010, <i>Flash Professional CS5 & Flash Catalyst CS5 for Dummies</i>, Wiley Publishing, Inc Indianapolis • Silver, Marc 2005, <i>Exploring Interface Design</i>, 1 Ed., Thomson US • Jennifer Visocky O'Grady, Kenneth Visocky O'Grady 2006, <i>A Designer's Research Manual</i>, 1 Ed., 4, Rockport Publishers USA [ISBN: 1-59253-257-8] • Ian Noble, Russell Bestley 2004, <i>Visual Research: An Introduction to Research Methodologies in Graphic Design</i>, 1 Ed., 9, AVA Publishing New York [ISBN: 2-940373-20-5] • 14. Collins, Judith. Welchman, John. Chandler, David and A. Anfam, David 1988, <i>TECHNIQUES OF MODERN ART</i>, 1 Ed., Chartwell Books, Inc USA • 15. G. Wilkins, David. Schultz, Bernard and M. Linduff, Katheryn 1994, <i>ART PAST ART PRESENT</i>, 1 Ed., Prentice Hall NJ
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	