

GRC 23 Projects/Multimedia 2

4 units, 3 lecture 3 lab

Prerequisite: GRC 22

Continued studies in multimedia publication. Terminology, input/output considerations and individual student project work using current software.

- I. Introduction
 - A. Policies/Grading
 - B. Review of technology
 - C. Course outline and goals

- II. Review of multimedia structure

- III. Organization
 - A. Time allocation
 - B. Resource management
 - C. Limitations of media

- IV. Scripting for multiple themes
 - A. Building functional segues
 - B. Logical pathways
 - C. Audio/visual pathways

- V. Software application
 - A. Interactive photography (virtual photographs)
 - B. 3-D imaging software
 - C. Animation software