

## **DSGN 332 Multimedia Production**

This course continues the work begun in DSGN 331 and applies the process of multimedia production, and project management, culminating in a completed multimedia experience ready to be delivered to the end user. Every aspect of multimedia production is planned, designed, edited, programmed and tested. A user testing report will also be included in the process.

*(Pre-requisites: DSGN 331)*

### **Course Learning Outcomes:**

By the end of the course, students will be able to:

1. To know the various production techniques options of multimedia projects.
2. To define project requirements, manage production process to meet the set standard.
3. To select and utilize the suitable software to produce the required multimedia project.
4. To set a plan to lead the multimedia production process to meet deadline and manage it in a professional manner.
5. To handle multimedia production projects individually and consider critiques to develop final products.

### **Textbook & Course Materials:**

- N/A

### **Course Content:**

1. Modelling 2D Objects
2. Render Setup and Lighting
3. Coloring Models
4. 2D short film research
5. Drawing basic 2D assets
6. Image projection
7. Environment Design
8. Drawing advance assets
9. Environment Design
10. Modelling furniture
11. Image projection
12. Character research
13. character style & concept
14. Character drawing
15. Inverse, forward kinematics
16. Constraints and parenting
17. Skinning and weight movement