First Year Program • Core Studio • 4D

CORES-112-4D General Course Description

Digital media and communication technology shape our experiences and perceptions of time, ourselves, and the larger world. Working in the fourth dimension, students investigate interactive media, storytelling, personal and public actions, and social connections. Students explore collaboration, digital tools, and sequence structure in varied interdisciplinary forms. All 4D courses emphasize designating roles in team projects and time management.

Formal concepts include sound and image relationships, composition in frame, appropriation, image transformation, editing, interactivity, performance, and presentation strategies. Each option focuses on specific skills such as digital video, the web and interactive media, and participatory projects. All 4D courses emphasize digital literacy, professional file management skills, and an orientation to CCA's digital labs and equipment.

The following are delivered in all 4D Core Studio Options:

Tools	Formats	Methods & Processes
-Adobe Photoshop	-blog (hypertext)	-digital imaging
-digital still cameras	-storyboard	-images sequencing
		-narrative structure
		-editing

4D Core Studio Options

4D: Time Based Narrative

This course introduces students to the skills and techniques used in creating short digital videos, installations, and events. Emphasis is on collaboration, digital tools, film production, narrative structures (such as documentary, cinema, and the Public Service Announcement), and presentation strategies. Skills include storyboarding, set design, shooting, editing, sound, digital color, projections, and interactive environments. Primary tools include digital still and video cameras.

Course-Specific Learning Outcomes
Tools: Final Cut Pro, mp3 sound recorder, video camera
Formats: digital movies, digital sound, installation, light projections, performance
Methods & Processes: documentary, film production

4D: Action and Interaction

This course introduces students to the possibilities of mining social networking systems, collective storytelling, and archives for making projects. Students will explore how we translate our interests in community and the social imagination into generative projects and working methods. Emphasis is on the use of blogs, websites, performances, and public interventions to explore daily life and the social world. Skills include plans and mapping, interviewing, site research, documentation, and website production. Primary software may include Dreamweaver, WordPress, and Adobe Photoshop.

Course-Specific Learning Outcomes
Tools: Dreamweaver, mp3 sound recorder
Formats: blog (hypertext), digital sound, documentation, ephemera, website
Methods & Processes: community process and actions, interactivity, morphing/transformation of images, public interventions, sampling/appropriation

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4D: Image, Motion, and Process

This course introduces students to the application and transformation of images. Emphasis is on process-driven and studio-generated projects. Students will consider open source, appropriation, and authorship creating inventories of personal and public material. Students will make flip books, animated gifs, sound projects, motion graphics, and slide shows. Skills include image sequencing, editing, sampling, morphing, print versus screen, sound recording, and audio-visual relationships. Software may include Adobe Photoshop, Pro Tools, and Final Cut Pro.

Course-Specific Learning Outcomes
Tools: Dreamweaver, mp3 sound recorder
Formats: digital movies, digital sound,, website
Methods & Processes: interactivity, morphing/transformation of images, sampling/appropriation