

Cinematic Programming Workshop
Scott Snibbe

At the Playshop
Yerba Buena Center for the Arts
Two weekends, Feb. 21/22 and Feb 28/29, 1pm-5pm, 2004

With Teaching Assistant: Jamie Timms

Description:

Scott Snibbe will teach a cinematic approach to programming intended for artists, animators and filmmakers. The course will use an immersive approach to teaching programming. Students will be immediately introduced to a full programming language (Java) and a professional open-source programming environment (Eclipse). Rather than painstakingly building programs from scratch, students will learn by making small modifications to working code. The exercises will comprise three principles of cinematic programming: motion, simulation and interaction. Students will post their exercises and final projects to a shared class website to be exhibited in the Playshop.

Requirements:

Students will work on their own Mac or PC based laptop to follow the class exercises. A limited number of computers are available in the Playshop for students without their own laptop, available on a first-come basis. Students with laptops must download the necessary software for the class as instructed by the teacher prior to the first class. Class is limited to 10 people.

Prerequisites:

Students must be familiar with Mac or PC computing environments. Familiarity with computer graphics and animation principles is highly valuable. Familiarity with professional tools such as Photoshop, After Effects and Flash is also very useful. Familiarity with any programming language is a plus (such as Processing, Actionscript, Lingo).

Syllabus:

Each class is four hours long, with a mid-class break. The class will comprise two sessions with a one-hour guided lecture and one hour of workshop to complete small assignments.

Day 1: Motion

Session 1: Using the Eclipse environment. Basic Algorithmic Motion. Showing your program on the web.

In-class exercise.

Session 2: Motion and memory.

In-class exercise.

Outside class assignment.

Day 2: Simulation

Session 1: Gravity.

In-class exercise.

Session 2: Springs.

In-class exercise.

Outside class assignment.

Day 3: Interaction

Session 1: Discrete interaction: clicks and keys.

In-class exercise.

Session 2: Continuous interaction: movement and memory.

In-class exercise.

Outside class short final project assignment.

Day 4: Review

Session 1: Review and critique student projects.

Session 2: Open workshop and discussion with students.