

2008 NMC Summer Conference

Preconference Workshops ♦ Ticket Required

June 10-14, 2008 ♦ The New Media Consortium

Immersive Studio Workshop

Tuesday and Wednesday, June 10 – 11, 2008; 8:30am – 4:00pm

Registration Fee: \$495

Immersive Studio Workshop: Digital Stories from Comics to Film - A Hands-on Production Workshop

Audience: All • Background: Novice

Should digital stories be told as comics, or as videos? Why not try both? Join us in a pre-conference two-day workshop to create visual narratives that explore the space of possibilities spanned by sequential art and the moving image. Attendees will look at design examples from a range of projects in both comics and videos, try multiple approaches to sourcing stories, and produce participants' stories in both formats. Both fiction and non-fiction explorations by participants are encouraged. And don't worry—no drawing skills are required for this workshop. Everyone will leave the workshop with copies of their stories in both formats, and there will be an opportunity to share them with others during the conference.

Ruben Puentedura, Hippasus

Morning Preconference Workshops

Wednesday, June 11, 8:30am - 11:30am

Registration fee: \$125

Hit the Ground Running: Making the Most of Your Second Life

Audience: All • Background: Novice

In this hands-on session, create your own avatar, acquire basic Second Life skills, and learn the best places to shop and meet others. This workshop will also examine, use and evaluate tools available for educators on the NMC Campus and in Second Life to support teaching and learning. Discover how to create note cards, upload slide shows, and record chats. Explore informal and formal learning spaces in this virtual world and learn what resources are available. Become involved with this vibrant community on the 3D web! Registrants will be required to obtain a Second Life account and go through orientation before attending this session.

Heidi Trotta, Seton Hall University; Beth Ritter-Guth, Lehigh Carbon Community College

QuickTime: More Than Just a Mere Player

Audience: All • Background: Intermediate

First introduced in May 1991 and originally available for Mac OS System 6.07 and System 7, QuickTime was designed as a comprehensive media architecture and offers a full range of functions and components, some of which include: media authoring, editing, capture of video and audio from external devices, delivery via the web, RTSP streaming, and of course playback. This presentation and workshop will explore QuickTime as a platform for multimedia development with an eye to how QuickTime has changed for both the good and the bad. As competing formats and new developments in the media industry arise, the question to address is whether QuickTime is the best tool for a given multimedia project and why. The workshop will re-examine the strengths (and shortcomings) found in this important media architecture.

Raymond Riley, Alma College

Storytelling with Still and Moving Images

Audience: All • Background: Novice

Where two roads merge... Learn the techniques necessary to create stunning video projects using both still images and video with Aperture and Final Cut Pro, Apple's professional photo and video applications. Digital storytelling is a compelling medium for documenting personal or family history, exploring an area of interest, sharing skills and experiences, and more. Aperture and Final Cut Pro are a perfect pair of tools for creating digital stories—come learn how!

Apple Professional Training Staff

Afternoon Preconference Workshops **Wednesday, June 11, 1:00pm – 4:00pm**

Registration Fee: \$125

Final Cut Studio Tips and Tricks

Audience: All • Background: Intermediate

Designed for those who have begun to use Final Cut Pro and understand a basic edit, this session is geared to help attendees quickly take their productions up a notch by learning quick tips and tricks for Final Cut Pro as well as the other applications included in Final Cut Studio. The suite of tools in Final Cut Studio supports applications from small digital stories to full-length, feature films.

Apple Professional Training Staff

Open Virtual Worlds: Understanding the Wonderland Project

Audience: Technical • Background: All

Project Wonderland is an open source toolkit for creating 3D virtual worlds. It features immersive audio, live application sharing, and a high degree of extensibility that allows virtual world developers to create unique, interactive experiences. The presenters have been

involved in the project from its beginning; during this session, they will share their tremendous understanding of the technical aspects of the Wonderland Project such as the motivation for using 3D environments in distributed organizations, an overview of Wonderland features, a high-level technical description of the system, how to get started creating new virtual worlds, and a discussion of the project's roadmap for the future. This technology, still in the early stages of development, is freely available for experimentation and proof-of-concept projects and is the centerpiece of the Open Virtual Worlds Project initiative with the New Media Consortium.

Kevin Roebuck, Sun Microsystems, Inc.; Jonathan Kaplan, Sun Microsystems, Inc.; Stuart Sim, Sun Microsystems, Inc.; and Jordan Slott, Sun Microsystems, Inc.

Teaching with Images: Tools and Resources

Audience: All • Background: All

Creating on-line learning activities around images, where students discuss a map, photograph, painting, or upload their own work for critique by the class can be very difficult, if not impossible. This workshop will discuss the tools and resources instructors can use to teach effectively with images and to create an institutional or personal image library, including ARTstor, the Madison Digital Image Database, Almagest, Voicethread, Conceptshare, Flickr, Jing, Photagious, Skitch, and others.

Beth Harris, Fashion Institute of Technology

Why Run When You Can Fly? Taking Your Second Life Skills to the Next Level

Audience: All • Background: Intermediate

Second Life is a fascinating 3D virtual world, but how do people develop the many skills needed to create and control the environment? Learn how to apply various building, texturing, and scripting techniques to complete a virtual project, working with two of the most renowned builders and artists in Second Life. Emphasis will be on how to plan, design, and complete several projects illustrating key techniques for texturing, building, and adding interactivity to objects and clothing. This session is not for beginners, nor is it a continuation of the morning session. Registrants will need to meet one of the instructors in Second Life in advance of the conference before the registration is official. When you register, you will be sent additional information on how to do this. Attendance at this one-of-a-kind experience includes a collection of free tools and project resources.

Christopher Holden, The New Media Consortium; Beth Sachtjen, The New Media Consortium

Digital Photography: Making Better Pictures - Storytelling in a Click

Audience: All • Background: All

The goal of this workshop is to help you take control of your camera and make better pictures. Digital photography gives you three very important variables to make a picture: shutter speed, Vstop and ISO. By learning how and when to use each of these will give you greater control in how you tell your story. Lighting creates mood and impact for your photo. Learn what to look for and how to use light to your advantage. Even with technical mastery, composition is the key to telling a story. Understand the rules of composition and when to break them. Learn about HDR, a technique which allows you to combine a series of images to

create a single optimally exposed picture. Digital photography gives you capabilities that weren't previously possible for image presentation.

Attendees should bring a digital SLR (borrow one if you can!) media for the camera. Alternatively, a point and shoot camera with manual mode. A tripod would also be helpful.