Interactive Art

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Goals

• To create a multimedia, interactive CD-ROM for the art department that can be distributed for advertising purposes
• To use software that will best utilize the media and make it aesthetically pleasing for others to watch
Starting…

- Looking for a software package that will run audio, video, and streamlined text smoothly
- Macromedia provided all the necessary tools, and allowed it, at a later date, to be put on the internet
Initial Problems

• Finding the software without spending any unnecessary money
• Getting materials (background music, pictures, video) to put into the project

Solutions

• The school had and provided access to the software needed
• Found some upper-level art students that offered to help
Initial Problems

- Getting access to the hardware needed to put the package together
- Figuring out how to make the CD run when inserted

Solutions

- The media lab allowed late-night access to their computers
- Found an article on the internet that explains how the AUTORUN feature works
Components of the CD

- Music – contemporary Christian jazz
- Video – teachers and students talking about their department/major
- Text – department’s logo and directions to the category desired
Getting Started

• First step – design a skeleton outline of screens to be displayed
• Second step – decide on the type of music and style; make sure they complement one another
• Third step – gather materials
• Fourth step – decide on the type of software to use
Further Problems...

- Finding and encouraging the people who are to help put things in the CD together and directed properly
- Some of the initial programs planned on being used were swapped out for others, because of their versatility/ease of use
- Media lab has no soundcard installed – unsure if sound works or not
CD Skeleton Design
Software Used...

- Adobe Premiere – Video editing
- Macromedia Flash 4 – Importing various elements into one package
- Macromedia Director 7 – Creating a final executable product
Software - Flash

• Macromedia Flash 4 is the primary component used to put these media together in an easy and aesthetically pleasing manner.

• Macromedia’s Dreamweaver and Fireworks are both more web-oriented than suited for a CD program.
Why Flash?

• Highly recognized web plugin

• Versatile and easy-to-understand interface

• Because it’s web-based, the final product, with slight modification, could be moved to the internet
Using Flash

• Everything is frame-based – any actions, objects, sounds, etc., are placed in its own layer, and manipulated from there
  ◆ Note: how fast the frames run within a second can be changed to suit your purposes

• Any text or drawings, once designed to suit your purposes, must be converted to a symbol
Flash - Keyframes

• Any object actions (movement from one position to another, color changes, etc.) must be done between two keyframes
Moving to Director

- Director imports various things, such as Flash movies and other media, and puts them in a more user-friendly windows environment.

- Putting the Flash and any other media in is called ‘cast members’.

- After all cast members have been imported and arranged, the final result can be exported to either an executable or Shockwave movie.
Drawbacks

• The final product cannot be run on a Macintosh
• In order to run the CD, the computer it is on must first have the Shockwave plugin installed on it
• Had to put my faith in a Mac
Conclusion

- Although there are some restrictions that have to be dealt with, the final result should give a pleasant and impressive display of what the art department at Union University has to offer to students.