assignment

# title

# Annotated Tour in Amsterdam

#### duration

1-2 minutes

# effort

1 week

#### format

max. 800x600, shockwave (dcr), or flash (swf)

description Take a map of Amsterdam and slect a particular route. Make a presentation that offers information about a number of locations on that route. The choice of locations is free. The information given must be relevant from some chose perspective. For example, looking at the buldings on the route you may take an historic perspective (and skectch the development in time) or an architectural perspective (and analyse and compare various styles of building). Alternatively, you may take a cultural perspective, and show fragments of the ife and working of living or dead artists. The presentation must be entertaining, not to say compelling. The user/viewer must be ableto enjoy the presentation without being obliged to make any choice or giving directives.

#### fases

- 1. determination of the concept that is route, perspective and (global) contents
- 2. detailed scenario choice of images and other material, description of scenes and transitions
- 3. technical realisation elaboration of scenes and (visual) effects
- 4. finalproduction finishing touch and conversion to shockwave format
- 5. justification a brief description of the presentation, and an explanation of what 'meta-information'is needed to make you presentation accessible for search

**deliverables** The groeps must maintain a web-site where all the deliverables of the project are available for inspection:

- 1. week 1: determination of concept 1 'page'
- 2. week 3: detailed scenarion max 10 pages, with timeline, schetches, photo material, and a brief description per scene

- 3. week 6: technical realisation keep a record of the work done
- 4. week 8: final production director movie in .dir en .dcr format
- 5. week 8: justification one or two pages

**procedure** The deliverables must be available in the web directory of your account. Take care to make the site attractive and sufficiently informative.

# deadlines

See your online information

guidance For eache phase there is a deliverable. The deliverables must be approved before you may continue with the next phase.

**remarks** Learning Macromedia Director or Flash takes time. In week 1, 2 and 3, when you work on the concept and scenario, you must get familiar with your tool of choice and do experiments by realizing fragments of your presentation and exploring the features of your tool.