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Macromedia Director Audio Project Research - Written Report

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MADMT
Date. 10/3/2005
Tutor. Dr. Brian Keegan

Brief: Written Report: Director Audio Project

Understanding of the Project Brief:

A written report about the Director Audio Project: Underground Sound to include the four headings of control of audio, thematic coherence, management of assets and originality of approach / design rationale.

Deadline

3/3/2005   4pm Thursday 10/3/2005

Peter Dee_MADMT_Written Report about the **Director Audio Project.**

*"You have to see this project."* – Elaine Kenny, Columnist

"Absolutely brilliant projector. A definite must see." – Irish Tiems

The Underground Director Audio Project is designed on foot of the project brief given by Dr. Brian Keegan as part of the Dublin Institute of Technology MA in Digital Media Technologies Programme. The brief entailed the creation of a Director audio project and the submission of a written report to include the four headings;

- control of audio,
- thematic coherence,
- management of assets,
- and originality of approach / design rationale.

Introduction
The Underground Sound Director Audio Project is about contemporary black music in an urban setting. Images of old and young captured in the environment in which they live.
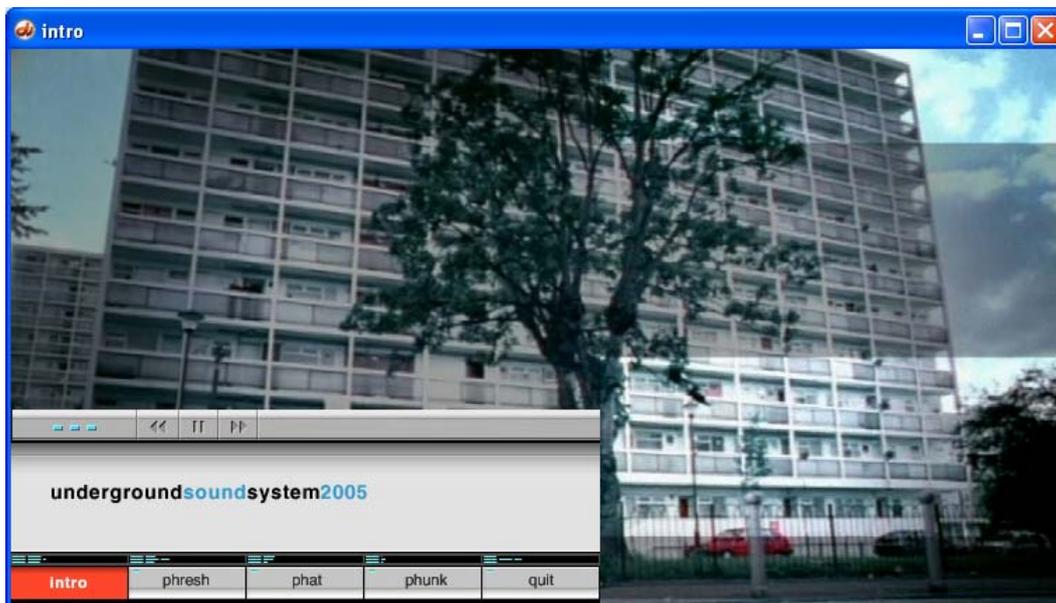

Control of Audio
The project provided the opportunity to develop a greater knowledge of Director's scripting language; Lingo. The music for the Director Audio Project is created by American hip-hop artist group, Jurassic 5, which blends in well with the found images of urban life. As the project developed, a considerable portion of the allocated time involved research to study various interactive interfaces designed to enable the user to control types of audio and video. Based on research and in answer to the project brief, a music control panel was developed to enable each individual user to always have complete control over files to play. For example, as the projector opens, an introductory MP3 file is playing in channel 1 of Director's 8 sound channels, which the user can stop and start as required by clicking on the pause button.

Class notes were used to assist in the preparation of the following Director Lingo which was applied to the pause button:

```
on mouseDown()
  if sound(1).isbusy() then
    sound(1).stop()
  end if
end mouseDown
```
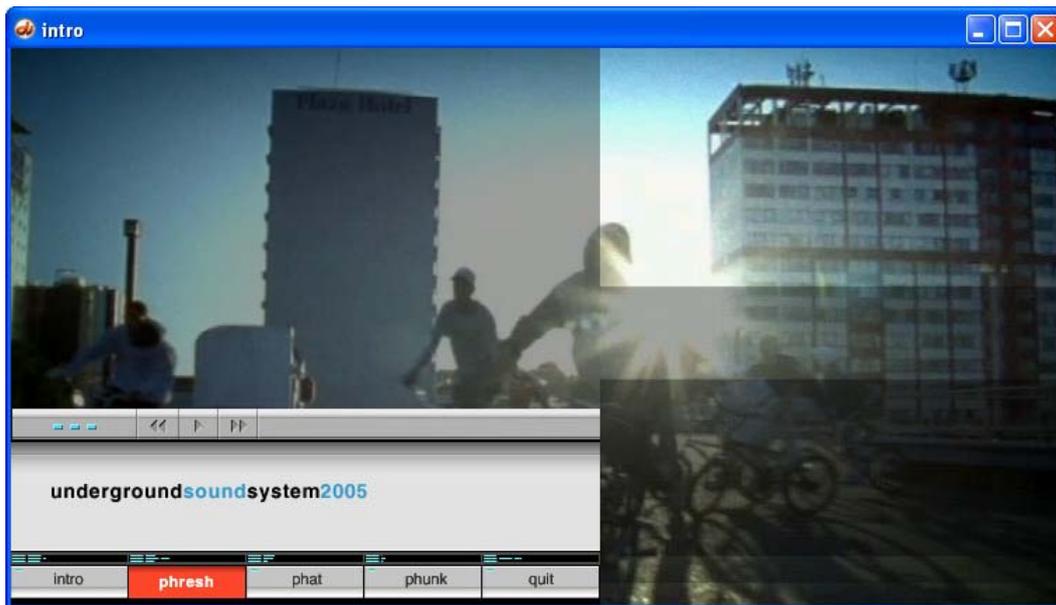

Thematic Coherence

Contemporary black music juxtaposed with urban street images really captures the vernacular in this instance and carries with it a definite thematic coherence which works well throughout this projector presentation. The interactive user interface control panel, using the metaphor of an expensive stereo system made of cold aluminium, remains in the same position onscreen throughout. The naming platforms include up to the minute handles, namely, 'Phresh', 'Phat', and 'Phunk' and a press of the cursor introduces a strong orange informing the user that they are brought to the corresponding file. The addition of a simple movie clip across all files is used to give the user the impression that there is something constantly happening throughout the projector.

Management of Assets

In developing the Director Audio Project, a three pronged approach was used in the order of Think, Design and Build and the corresponding files were placed in each relevant directory as the project came into fruition.

As the worked progressed all Lingo code actions were recorded in a Notepad file. Comment windows in the Director Property Inspector were also used to achieve the same result. Within the think_folder corresponding folders for image, text and audio research information were created and the research process was built from here. The research was gathered and the project moved to the design_folder where the development of the look and feel of the Director Audio Project began to take shape. Adobe Photoshop CS software was used to prepare various layers to develop the user interface. The '*.avi' movie files were prepared to achieve the best results for the different button states. Adobe Flash was used to develop the movies and SoundForge was used to edit the MP3 files. The visual metaphors were established the decision was made with regard to the positioning of the movie clips. The project then moved forward to the build stage.

Using both Photoshop and Director cast members were imported, learning from previous Director project about image size and parameters regarding registration centre. Five external casts were linked to the Director files which held the corresponding files used in the project namely; graphics, audio, movies, images and scripts. Using cast members the introductory Director movie was built, dragging and dropping files into their allocated positions which were decided upon in Photoshop. Once the first Director file was built and prepared with the Director Lingo, it was then possible to move forward and implement the remaining three. There are five Director files used in the creation of the projector, one of which is a quick start Director file.
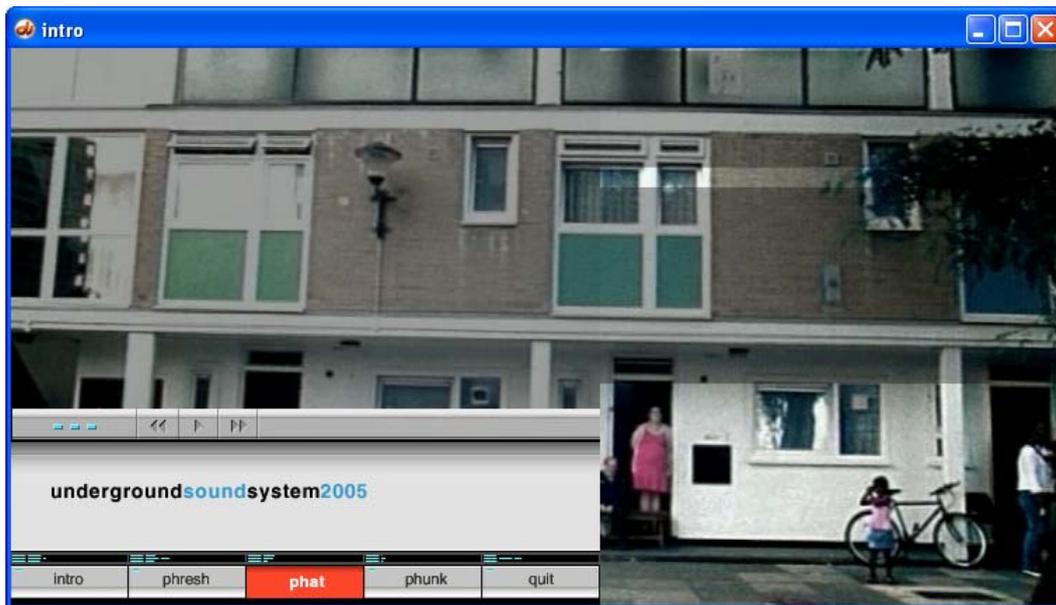
Originality of Approach / Design Rationale
In creating the Director Audio Projector four MP3 files on the subject of black contemporary music of the underground artist group Jurassic 5 were chosen and found images of an urban setting were used to work with. The metaphor of an aluminium control panel was used to simulate DJ controls of an expensive stereo player or CD mixing deck. The user is able to control the files being played and the interface fits well with the genre of the MP3 files. Movie clips were used to give the music and images a sense of movement and to keep the user interested. As the introductory director interface opens an MP3 file is playing, which the user has the choice to stop if required.

The urban settings combined with contemporary black music are used to give the projector a cutting edge feel and an honest sense of life.