

SIMS 246 MULTIMEDIA INFORMATION FINAL PROJECT: MILESTONE 3 – FINAL PROJECT DESIGN SPECIFICATION (DUE DECEMBER 6, 2004)

0. DOCUMENT SUMMARY

- 1. INTRODUCTION**
- 2. DESIGN SPECIFICATIONS**
- 3. PAPER OUTLINE**
- 4. HANDING IN THE ASSIGNMENT**

1. INTRODUCTION

This milestone should complete your brainstorming or outlining stage. Depending on your project type (prototype or paper), this milestone is designed for you to have a concrete design specification for your prototype or a specific outline structure for your paper.

2. DESIGN SPECIFICATIONS

If you are designing a prototype, you should have brainstormed about your system's (or component's) architecture and the possible ways in which a user would interact with your system.

Please prepare sketches and/or diagrams, drawn legibly by hand or using a program (such as Visio, Illustrator, PowerPoint, etc.), depicting your system components and their information (data/metadata and control) flow. In Appendix A of this document you will find sample diagrams depicting the user interface, suggestive of the system components and feature set, for a hypothetical automated storyboarding system called "Storyboard Magic". In Appendix B you will find an example diagram describing the information flow for the same application. Thinking through and depicting the system components and information flow now will help you later when designing your prototype.

Be simple. Make notes about possible problems and design difficulties you noticed while thinking about your product. Make it clear in your document which specific component(s) will be the focus of your design work.

In addition to the information flow diagram, write a short user scenario, describing (in prose) how you would intend an imaginary user (or users) would interact with your system. Appendix C offers an example user scenario for the hypothetical "Storyboard Magic" system.

Your goal in your design specification is to clearly communicate:

- What your prototype does
- What components it is made out of
- What these components do
- How these components interact
- How these components and the user interact

3. PAPER OUTLINE

Prepare an outline that reflects the structure of your paper. Use the suggestions in the Final Project Overview document to create your own titles and subtitles.

For each title and subtitle, write 1-3 sentences explaining the probable content of the section.

Additionally, list the system references (e.g., manuals, other system documents) and the literature you will be using to make your points.

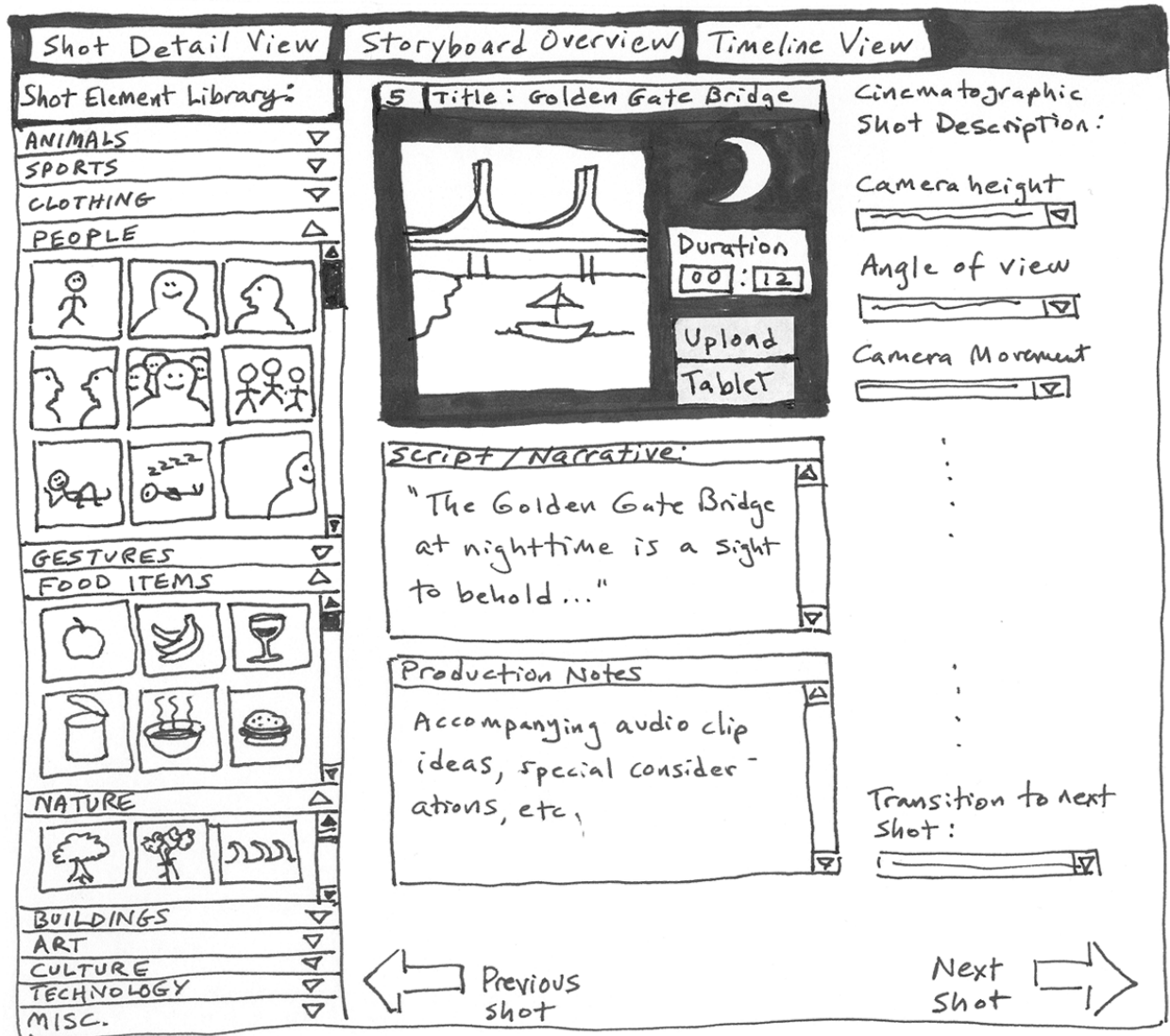
4. HANDING IN THE ASSIGNMENT

Save your write-up as milestone3.[groupname].extension.

Format: txt, doc, html

Drop off your file under M:\is246\finalproject\milestone3\
or /projects/is246/finalproject/milestone3/

Appendix A: Sample User Interface Diagrams for “Storyboard Magic” (an automated storyboarding application), suggestive of the system components and feature set

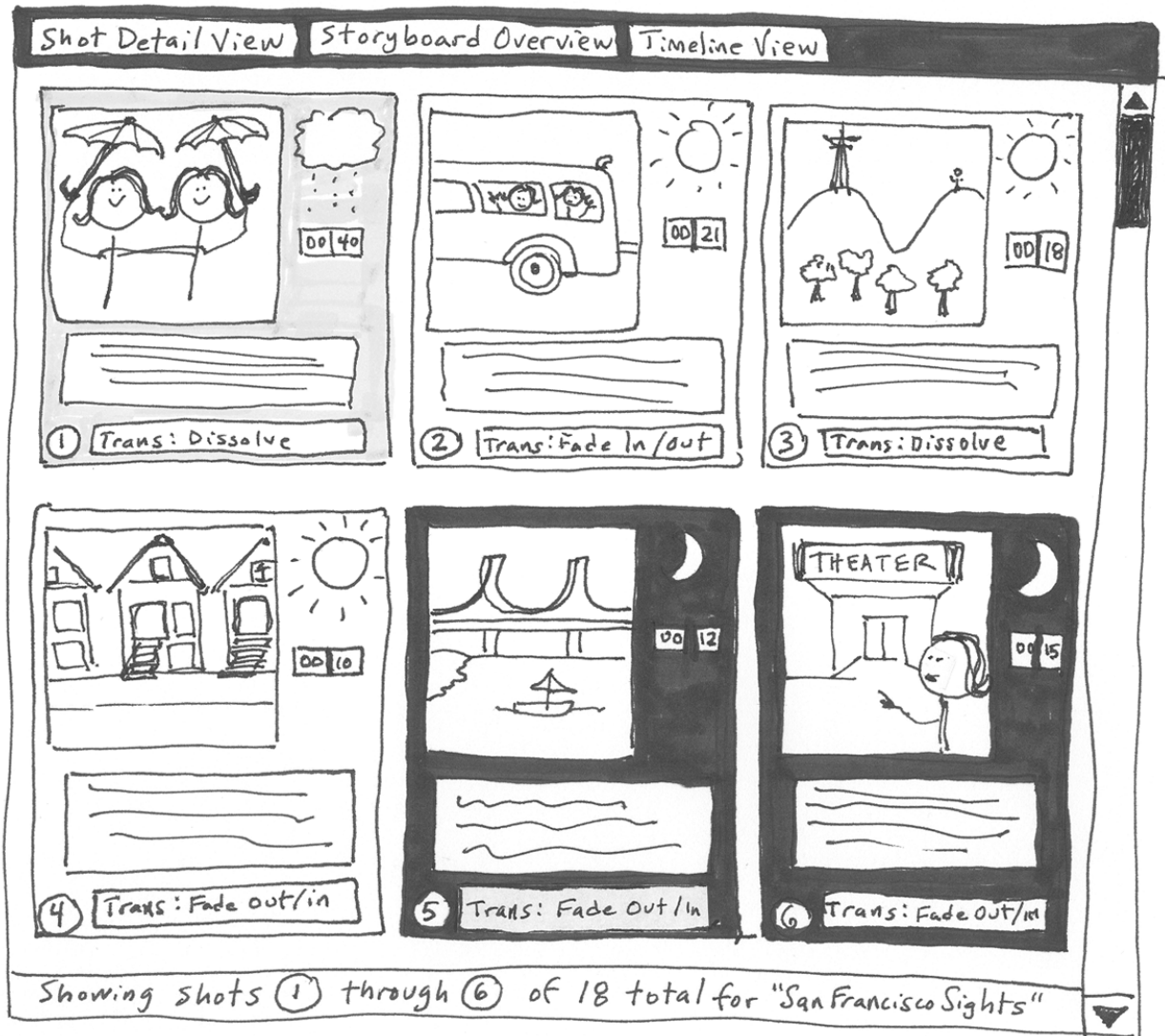


1. Shot Detail View

This screen provides users a way to build a shot image and apply descriptive metadata for their storyboard. The “Shot Element Library” (left column) offers Lego-like tools for constructing simple shot depictions. (Idea: Downloadable custom icon sets users can add to this image library.) Users may also upload digital photos or draw free-hand using a Wacom tablet. Drop-down menus guide user through standard metadata options.

Color coding around the image adds visual cues (dark background = night shot).

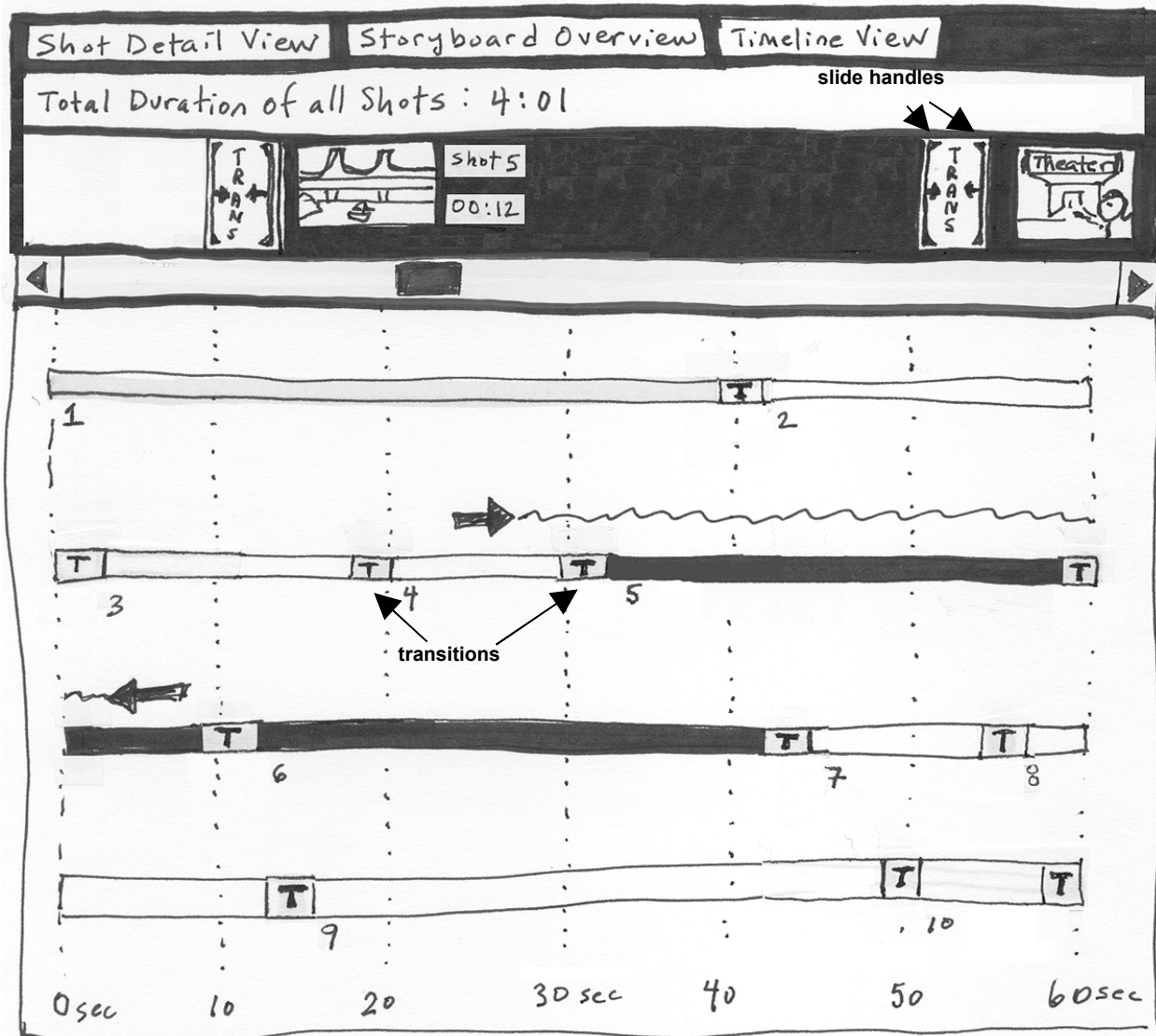
Appendix A (cont'd): Sample UI Diagrams for "Storyboard Magic"



2. Storyboard Overview

This interface allows users to view (or print) shots in their context relative to other shots in a storyboard layout, with some limited metadata. Drag & drop shot cels to rearrange order as necessary. If user wishes to make changes to metadata, simply double-click a single shot cel to enter "Shot Detail View" (see Diagram 1).

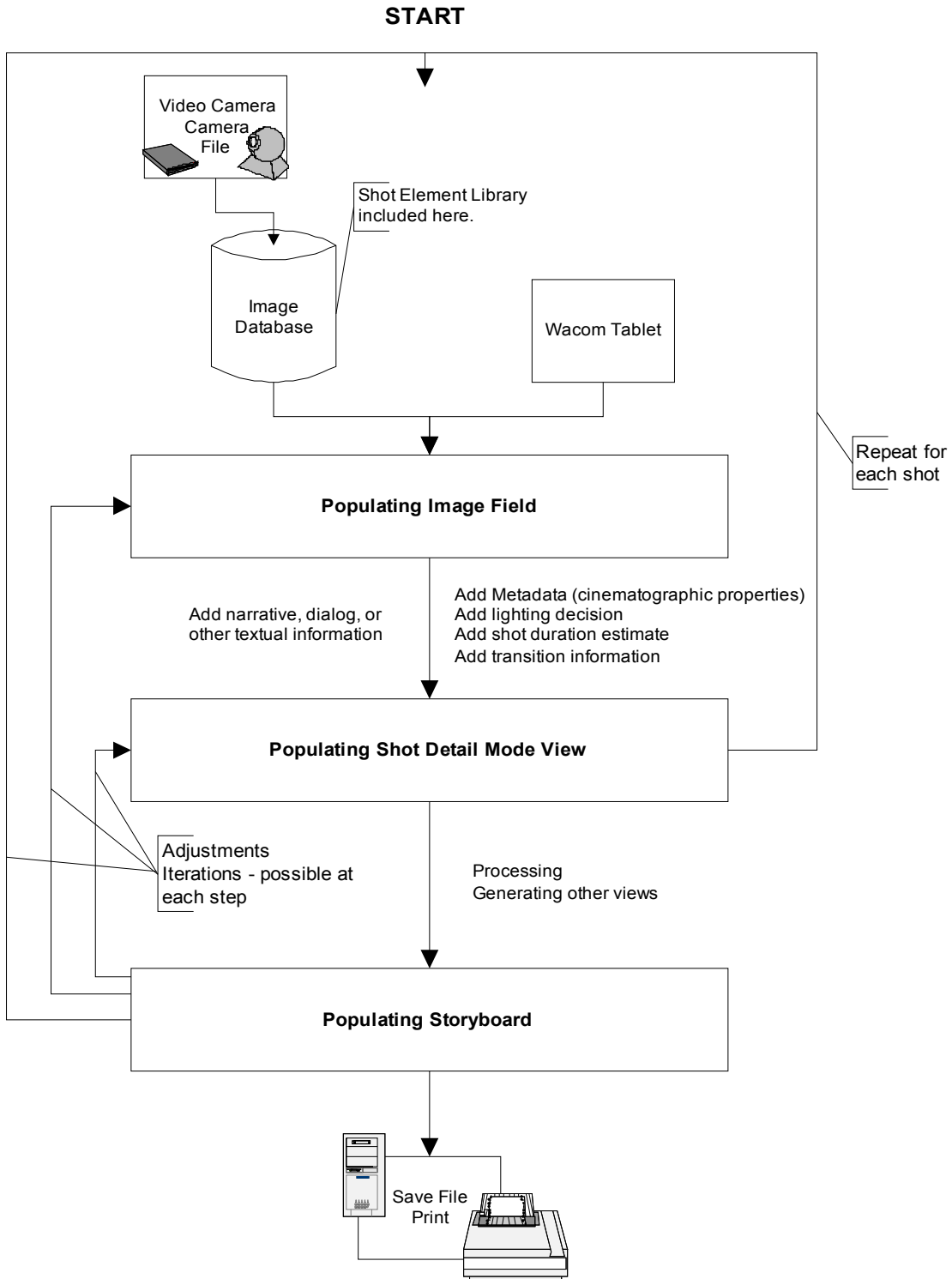
Appendix A (cont'd): Sample UI Diagrams for “Storyboard Magic”



3. Timeline View

This most experimental—and innovative—view adds a time-based dimension via spatial relationships. The lower section includes linear shot representations that are numbered and employ the same color coding from previous screens. Transitions are indicated with “T” symbols between shots. Click anywhere on timeline to focus closer in (upper “strip view” section). Slide handles are available in the strip view for manual adjustment of shot duration with a stretching motion. Double-click a shot in the strip view to highlight it in Shot Detail View (Diagram 1). Arrows connected with a squiggly line indicate section of timeline currently featured in strip view.

Appendix B: Information Flow Diagram for “Storyboard Magic”



Appendix C: User Scenario for “Storyboard Magic” – an automated storyboarding application

Anna and Bianca, two film students at UCSF, plan to make a 3-minute movie about sightseeing in San Francisco. In preparation and during their location scouting, they take several pictures of San Francisco sights with their digital camera, and jot down notes about the shots they are planning.

Back at home they launch Storyboard Magic, choose File > New Storyboard, give their file a name (“SF_sightseeing”), then upload their pictures to the image database Storyboard Magic will maintain for new storyboard. By default when beginning a new Storyboard, a blank Shot Detail Mode window opens. This is where they can build their storyboard (with all information details), one shot at a time. They decide to leave title decisions for later and start directly with their first shot. They import a picture of the Golden Gate Bridge from their image database into the image field. They then add some narrative in the text field, choosing the appropriate cinematographic properties (distance, height, angle, level, etc.) for their shot by selecting from preset values in drop-down menus (e.g. menu for distance: long shot, medium-long shot, close-up, extreme close-up, etc.). They also choose lighting by selecting a corresponding color frame around the image field (black frame for dark/nighttime shot, yellow frame for sunlit/daytime shot, gray frame for rainy shot, and so on). Finally, they add an estimated duration for the shot and the transition type that will lead into the next frame.

Once finished with this shot, they click on the Next button to proceed to the next shot’s description form. By shot #4 into their storyboard, they realize they forgot to capture an image for one of the shots they wanted to include. They decide to create their own image using their Wacom tablet to sketch out the shot, but soon find that their drawing skills are *somewhat lacking*. Instead, they use the Shot Element Library Tool, a palette filled with simple shapes and drawings that are suggestive of elements commonly used in shots (e.g., different body shots, props, weather elements, etc.). They drag & drop an image of a full body holding an umbrella and other props onto the image field and arrange them to their liking. Again, they select the cinematographic properties, lighting, transition time, and the estimated shot duration, and add text for the narrative. They repeat these steps for the rest of the 15 shots they have.

When they are done, they click on the Storyboard Overview Mode button and now see a consolidated view of 6 shots to a page in consecutive order (without the metadata information). They switch the order of shots 5 and 6 by dragging and dropping them into place. They realize they want to adjust the position of the person in shot #4, so they double-click on the image to return briefly to the Shot Detail Mode window and make the change.

Now that the storyboard is built, they want to check their shot timing. They click on the button for the timeline mode and see a visualization of shot durations. Lighting and transition information and the images are illustrated in this view, but other metadata for each shot is available separately. They notice that their time estimate is 16 seconds too long and use slide handles to adjust the estimated shot lengths for 2 shots.

Now they are satisfied with the final version of the storyboard and save the file. They print out several copies and distribute them among their team members to prepare for production. Eventually, they will be able to upload the file into the editing program they use for their shot footage, for ongoing reference.