Cross-Media Design Studio introduction

"Each medium, independent of the content it mediates, has its own intrinsic effects which are its unique message."

MARSHALL MCLUHAN

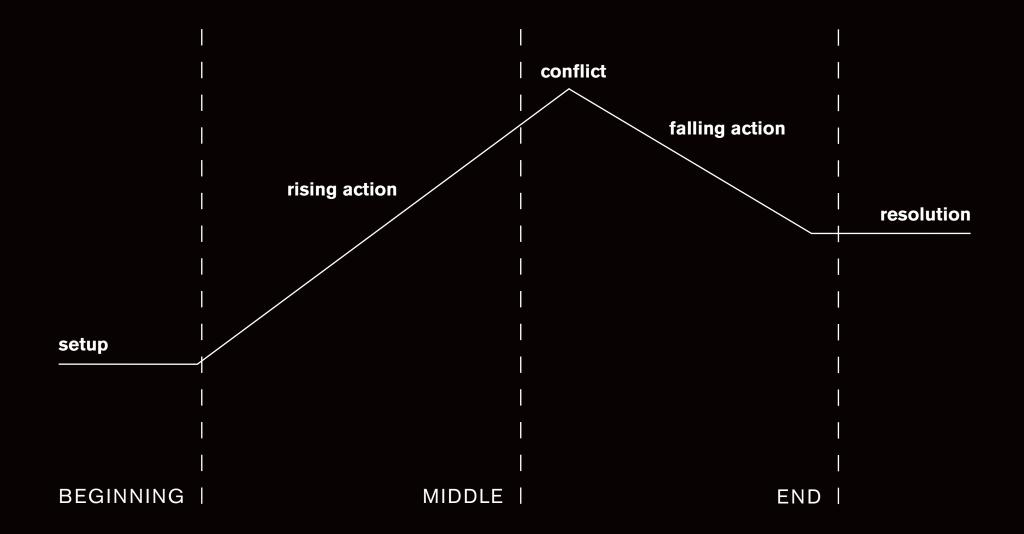
Visual storytelling / the art of using language and images to convey a narrative account of real or imagined events

Stories are the building blocks of knowledge and the foundation of memory and learning.

Narratives can be expressed in many forms. As designers, we are tasked with deciding how the story is "told," choosing what to emphasize as the tellers of the story.

Narrative Structure

the setup / characters and their situations are introduced the conflict / an incident sets things in motion the resolution / the characters confront the problem



"narrative arc"

The form of a message (still images, time-based, interactive media, etc) determines the ways in which that message will be perceived and understood.

Narratives can be expressed in many forms. As designers, we are tasked with deciding how the story is told, choosing what to emphasize as the *tellers* of the story.

Denotative / Plot points, the basics, the story Connotative / How the story is told (visual narrative)

"The key question for the designer are: what needs or wants to be communicated, how can it be communicated, and what can or needs to be invented to enable the communication..?"

LOUISE SANDHAUS

Still Pictures



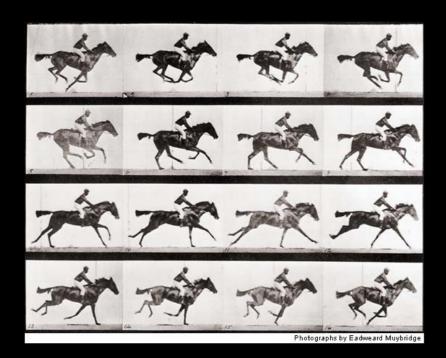


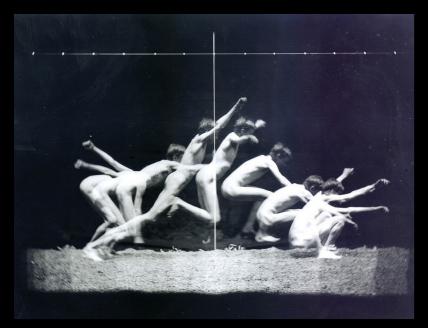
Cindy Sherman

"The [still] picture tells...a self-contained story. A painting or photograph with narrative implications offers the perceiver an experience that is comparable to entering a narrative...we ask ourselves what has happened, what is about to occur, and where we are in the sequence of a narrative."

Marie-Laure Ryan
Narrative Across Media

Still Pictures





Eadweard Muybridge Motion Studies

"The other narrative strategy... consists of dividing the picture into several distinct frames. This approach prefigures the frames of moving pictures, but, instead of depending on a projector to animate the show, it uses the eye of the spectator moving from panel to panel to keep narrative time running."

Marie-Laure Ryan
Narrative Across Media

Moving Pictures



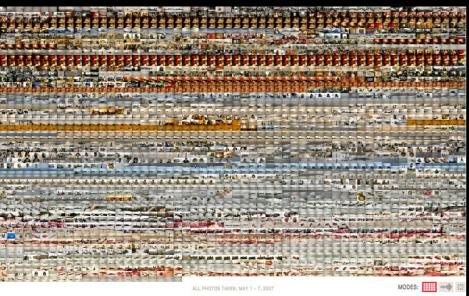
Bang & Olufsen Commercial

"In verbal narrative these resources [and devices] would be discourse strategies; in painting line, shape, shading, perspective, and color; in music, tones arranged according to scales, rhythm, harmony and melody; in the cinema, camera angle and movements, transitions, montage as well as the particular repertoires of nonvisual tracks."

Marie-Laure Ryan
Narrative Across Media

Digital Media





"What makes a text dependent on a digital environment is its explotation of what I regrd as the most distinctive feature of computer systems: their responsiveness to a changing environment."

Marie-Laure Ryan Narrative Across Media

Jonathan Harris Whale Hunt

"For students of narrative...what counts for them as a medium is a category that truly makes a difference as to what stories can be evoked or told, how they are presented, why they are communicated, and how they are experienced."

Marie-Laure Ryan

Narrative Across Media

Concept of "affordance"

"The action possibilities of a material object in relationship to a potential user."

James Gibson A Theory of Affordances, 1977

"The perceived and actual properties of a thing, primarily those fundamental properties that determine just how the thing could possibly be used."

Donald NormanThe Design of Everyday Things





One day I happened to be on the platform of a violet bus. There was a rather ridiculous young man on it—indigo neck, cord round his hat. All of a sudden he started to remonstrate with a blue man. He charged him in particular, in a green voice, with jostling him every time anybody got off. Having said this, he rushed headlong towards a yellow seat and sat down on it.

Two hours later I saw him in front of an orange-coloured station. He was with a friend who was advising him to have another button put on his red overcoat.

aiku

Summer S long neck plait hat toes abuse retreat station button friend



I beg to advise you of the following facts of which I happened to be the equally impartial and horrified witness.

Today, at roughly twelve noon, I was present on the platform of a bus which was proceeding up the rue de Courcelles in the direction of the Place Champerret. The aforementioned bus was fully laden - more than fully laden, I might even ventureto say, since the conductor had accepted an overload of several candidates, without valid reason and actuated by an exaggerated kindness of heart which caused him to exceed the regulations and which, consequently, bordered on indulgence. At each stopping place the

perambulations of the outgoing and incoming passengers did not fail to provike a certain disturbance which incited one of these passengers to protest, though not without timidity. I should mention that he went and sat down as and when this eventuality became possible.

I will append to this short account this addendum: I had occasion to observe this passenger some time subsequently in the company of an individual whom I was unable to identify. The conversation which they were exchanging with some animation seemed to have a bearing on questions of an aesthetic nature.

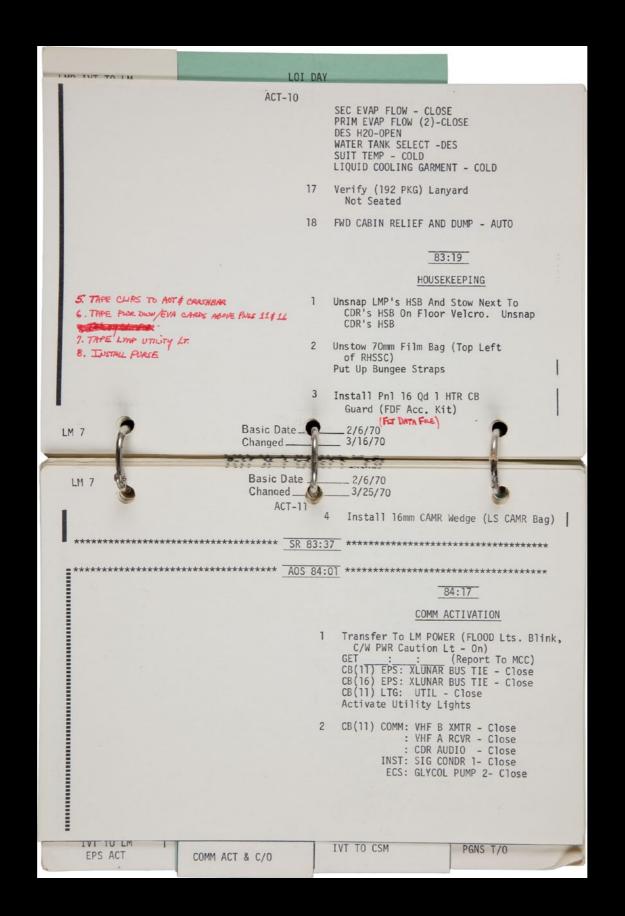
In view of these circumstances, I would request you to be so kind, Sir, as to intimate to me the inference which I should draw from these facts and the attitude which you would then deem appropriate that I adopt in re the conduct of my subsequent mode of life.

Anticipating the favour of your reply, believe me to be, Sir, your very obedient servant at least.

THINGS	TO	DO	TODAY	I
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	2. K155 June	
	3. Not KISS anyone else	0
	4. Cough	
	5. Ped	0
	6. Est	0
	1. Not est foo much	
	8. Worry	
	9. Go See Mama.	
	10. Practice Piano	0
	NOTES: Not Write Motes	



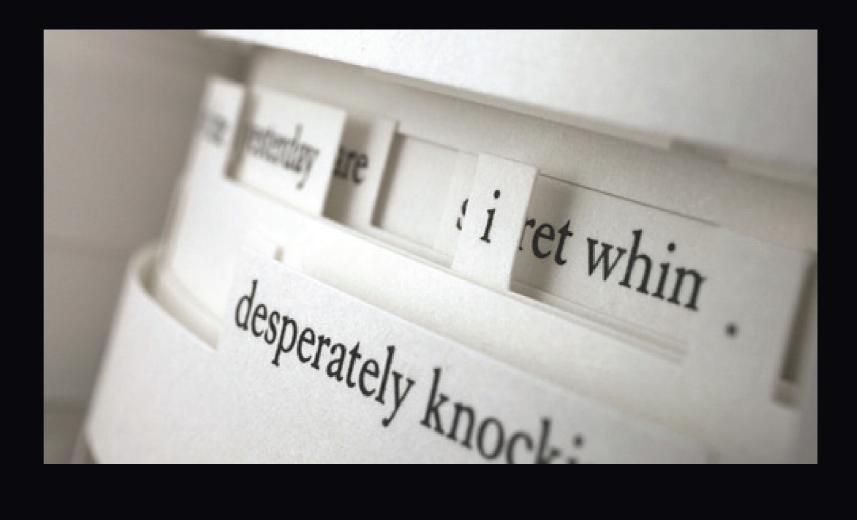
The Order of Things

– book without a beginning or end



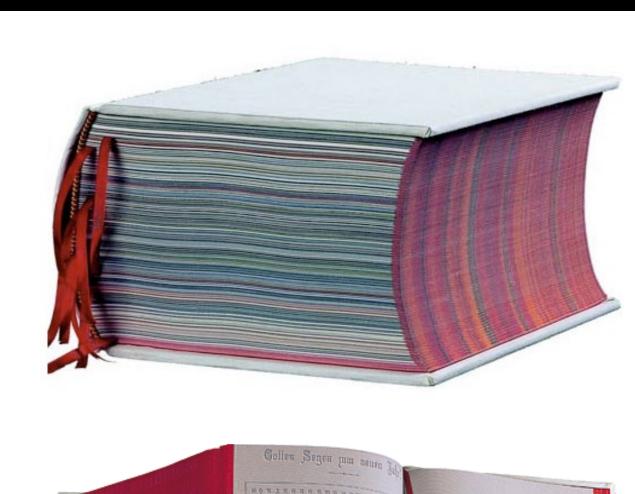
Tree of Codes

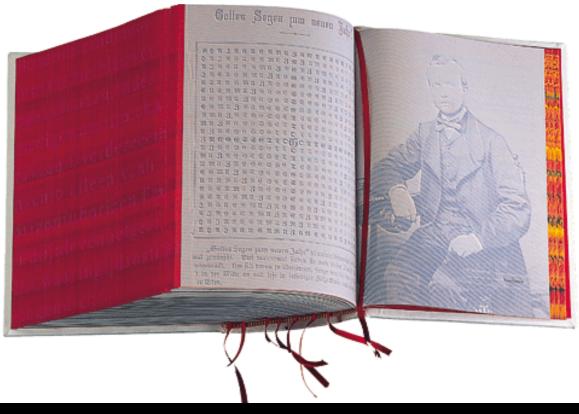
– interactive book



SVH Think Book

- 2,136 pages
- no page numbers or index
- printed on a paper Boom invented to suit the haptic experience of discovery through coincidence





Chanel No.5

- book created without any inkall pages are "blind" embossed





Video: The Chanel Book

Monograph

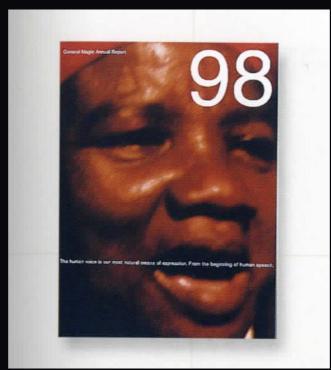
- miniature book containing a complete overview of Irma Boom's work
- 450 full-color illustrations in 704 pages with printed edges









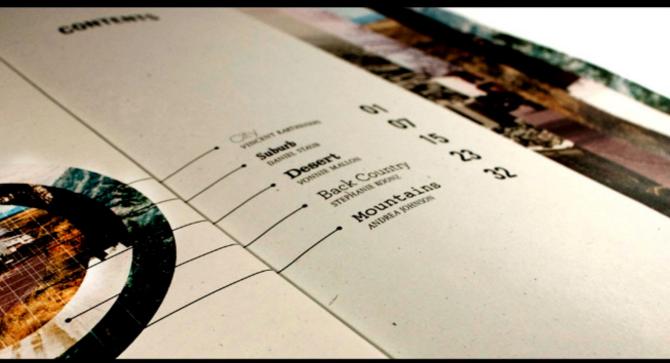


Grid | Less | Living Narrative

Venue:

Interactive Book









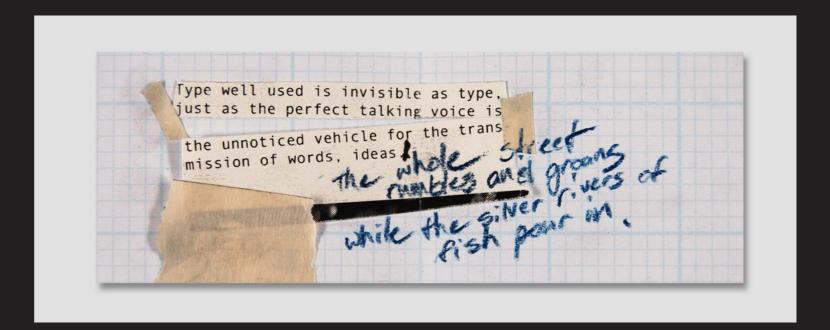


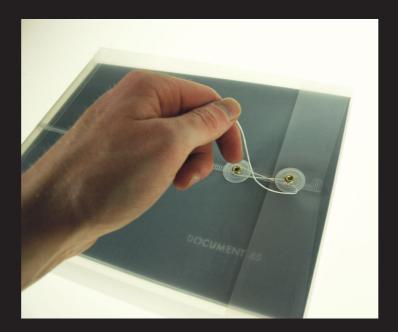




Document 45

- book combining two texts to create
 a singular narrative ("Cannery Row"
 by John Steinbeck and "The Crystal Golbet"
 by Beatrice Warde)
- texts combined within a fictitious writer's notebook that once belonged to John Steinbeck.
- interactive print
- form concrete to concept







The Root of My Square Narrative

Venue:

Interactive Book

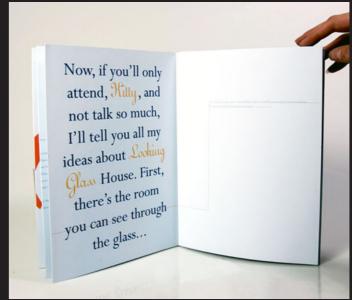


The Glass and The Goblet

- book combining two texts to create
 a singular narrative ("The Crystal Goblet"
 by Beatrice Warde and "Alice In
 Wonderland" by Lewis Carroll)
- interactive print
- form concrete to concept

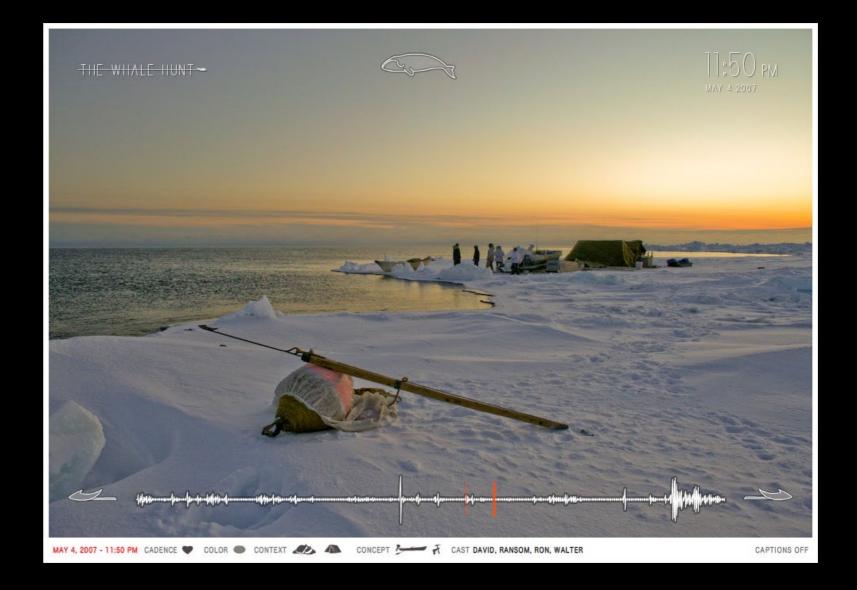


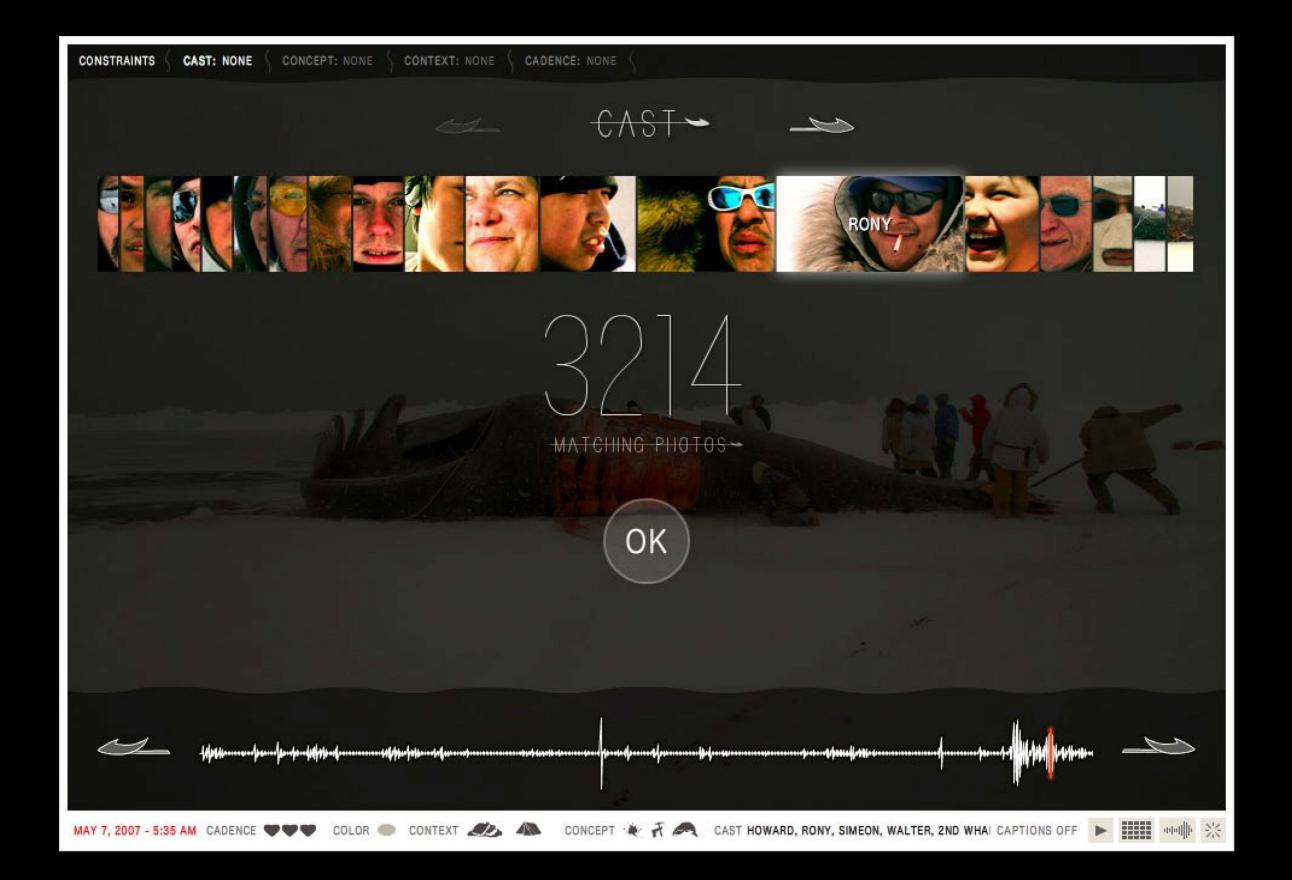


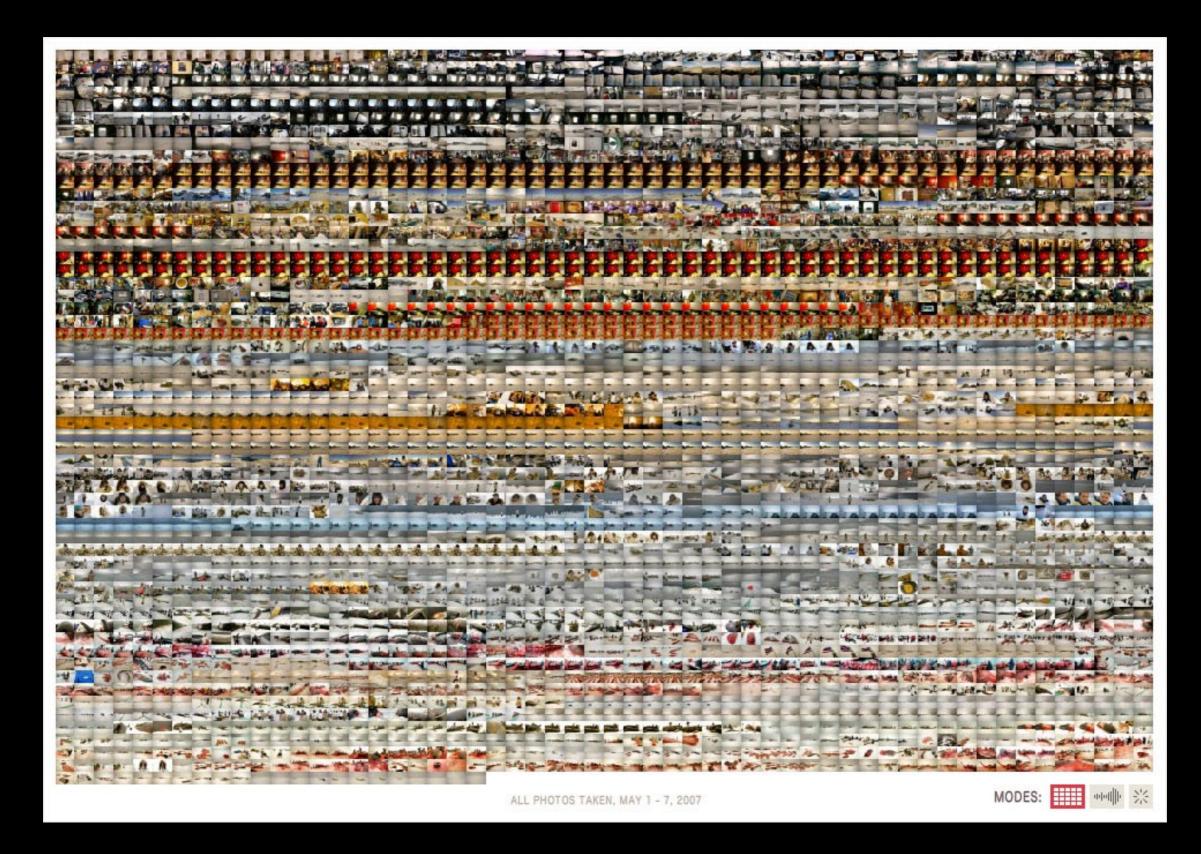


The Whale Hunt

- documented traditional whale hunt
- took a sequence of 3,214 photos, at 5-minute intervals for 7 days, and at higher frequencies in moments of high adrenaline
- developed a framework for telling this story, allowing the viewer to rearrange the photographic elements of the story to extract multiple sub-stories: around different people, places, topics, and other variables.











INTERVIEW PROJECT

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"MODALITIES" OF GRAPHIC DESIGN

Print
Design
communiating

messages;

static

Motion
Design

dynamic messages; time; passive Information Design

communiation via visualizing data; static or dynamic Interactive Design

communiation via experience; dynamic;

active