



Otis College of Art and Design Faculty Development Grantee Report

Grantee's name : Dave Schultze
Date : 12 April 2008
Department : Toy Design

Brief description of your funded project including activities performed:

Online video software training, with a full audio soundtrack for verbal explanation. The software covered was Rhino and Studio MAX, which are 3D modeling, prototyping, and animation applications that are used by both the OTIS Toy Design and IPD programs.

What were some of the insights, accomplishments, and/or benefits you derived from the project?

New insights included an appreciation for the amount of work it takes to write, perform, edit, and publish professional content! A ten minute lecture took 5-10 hours. No kidding.

I also had to learn the Camtasia software, which allows you to record the computer screen at 15 frames per second, along with a 'voice over' narration during software demos. It doesn't work at all without a tight outline (or script) and several practice runs. I got the best results when I only tried to talk for 1- 2 minutes maximum, and then edited the best takes together.

Accomplishments included a total re-design of my training website, such that the video lectures would be properly presented. I also enlisted the help of students to research related web-links, which are also posted on the site. See section at <http://www.schultzeworks.com/links.html> As I got further along, I then realized I had more material than my web interface allowed, so I bought and learned yet another piece of software for generating fly-out menus. Finally, I bought a set of cool orange icons to use on each page as a visual guide to the content therein.

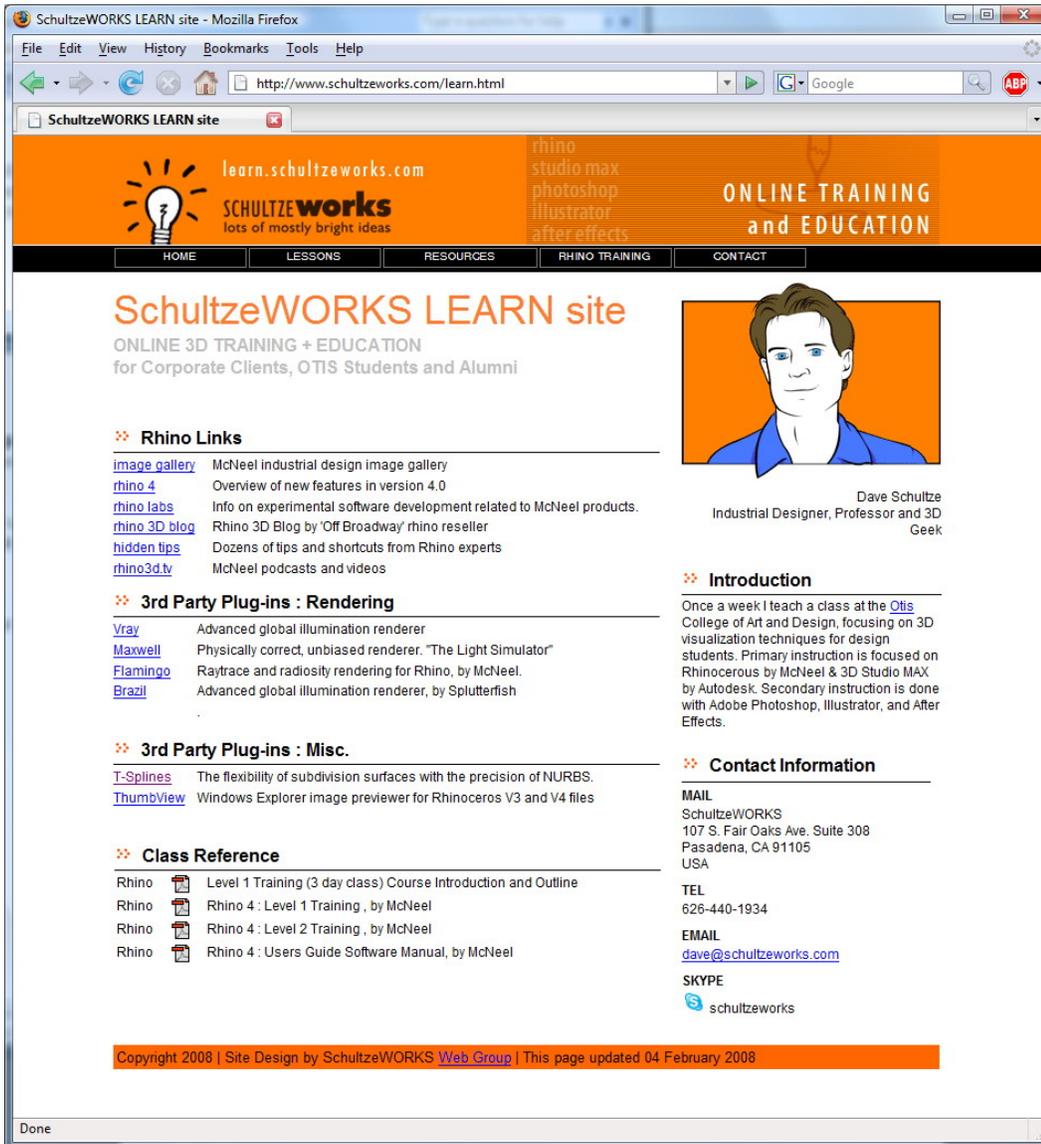
What challenges did you experience during the project? What were some of the lessons you learned?

I had problems with audio quality, which included the fidelity of the sound as well as distracting background noise. After some research, I decided to invest in a professional quality microphone, headset, support boom. The Rode Podcaster microphone is a directional type of broadcast microphone, which helps limit the background noise by only recording sound close by.

I also built some audio panels to reduce the amount of reflected sound. These involved researching and buying audio quality absorbing foam and gluing them to foam-core panels. I ended up with 24 square feet of sound-absorbing foam on four sheets that I arranged around the computer when recording.

Dissemination : How do you propose to disseminate your project on the faculty development website? (In addition to posting your grantee report, photos, additional narrative, interviews, lectures, publications, etc.)?

The video lectures were always intended to be uploaded to my website. The main 'entrance' is located at <http://learn.schultzeWORKS.com> which is a sub-domain of my design consulting website. I have mentioned the materials to all of my students and I am now in the process of promoting the site to professionals via online user groups and forums.



The video portion of the site is located at <http://www.schultzeWORKS.com/video.html>

What suggestions, comments or improvements do you have for the Faculty Development Committee?

More money would be nice! Actually, the OTIS staff was great. I really appreciated the way they kept checking in with me, offering encouragement and progress reviews of the work. The decision to invest in a better microphone was based on their input.

REVIEWS BY INDUSTRY PROFESSIONALS :

“Dave Schultze's 3D Lectures are outstanding. They are extremely well thought out, well-designed, and appeal to a variety of learning styles. His practical tips and tricks from years of experience have saved us countless hours and are much appreciated. It's obvious that Dave is an expert and loves his 3D tools. We can't wait to see more of his lessons. Thank you, Professor Dave.”

Gerry Weber, Certified Rhino Trainer

“Your voice is clear and all of the explanations are easy to understand and follow, nice job! Also you used the infamous teapot, I think it's over done too much, but at the same time it's a model that anyone with Max can pull up and follow along to see if they get the same results, so not too shabby of a choice.

One last thing, you are doing a nice job stopping and cutting up the video, not once did I seem like you had any choppy parts”

Markus Maciel, OTIS graduate and Rhino Instructor

REVIEWS BY OTIS STUDENTS :

“I saw your tutorial and I thought it was cool. You did a really good job. I found most interesting how you highlighted the mouse with a little yellow circle. It made it a lot easier to follow. Sometimes just looking at the small arrow is kind of hard and I tend to get lost. It would be nice if you can do your demos in class like that. Also, I have to say...It was entertaining.”

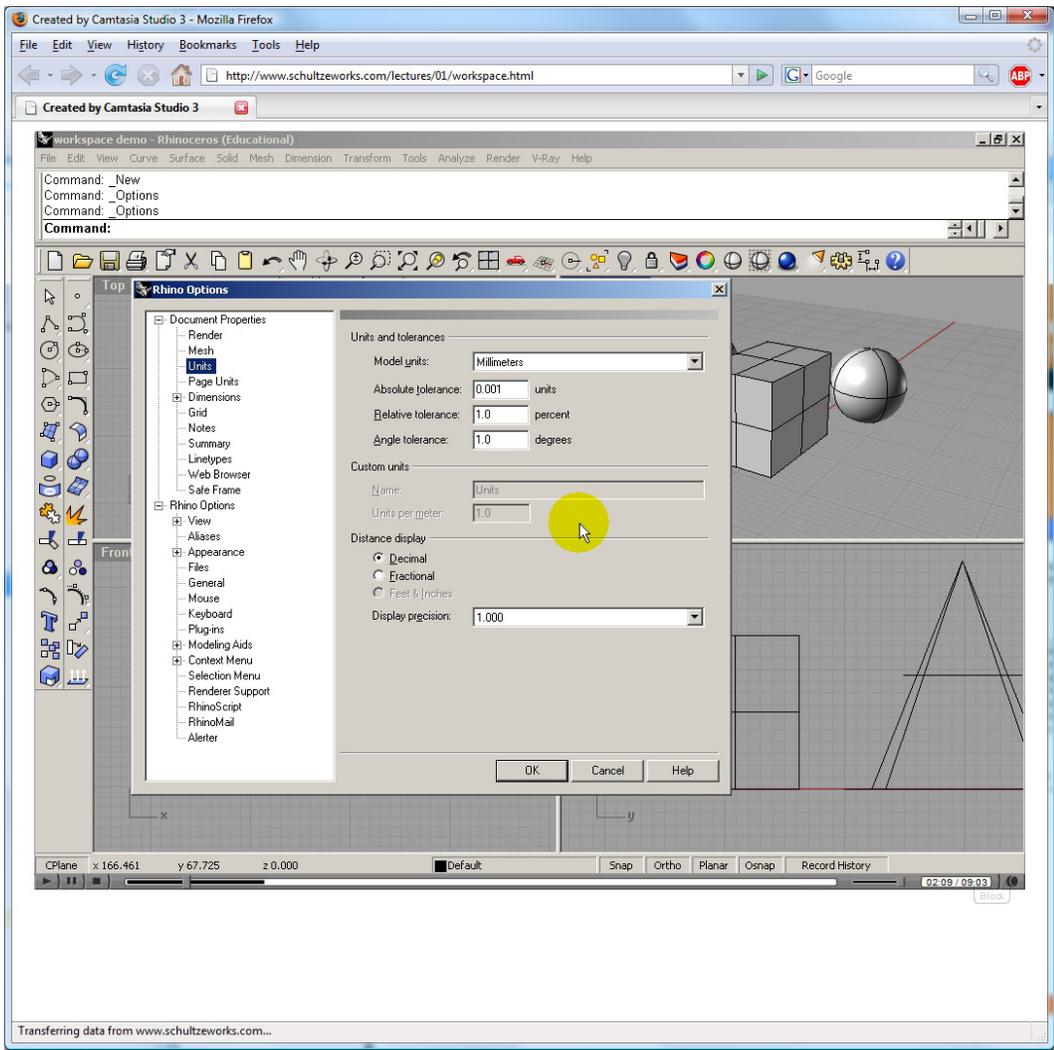
Kevin Choi, Toy Department Junior

“I really like how you put yellow circle around the arrow. In most of the [other] demos, it is hard to keep up with the demo, but the yellow highlight circle was brilliant idea! also, I liked how you addressed some general problems that we had with rhino in simple easy way. I remember I had one problem that I asked and it wasn't on your handout and I was glad to see it on your demo! I remember you said you also going to put it on your handout. Anyways, I really liked your demo. Not too long, not too short, and easy to follow!”

Sunny Kim, Toy Department Junior

“I thought the videos were clear and did a good job of explaining what they were intended to explain. The only thing I think you could change is that the neutral form rendering video cut off at the end in the middle of a sentence. Other than that, they were great!”

Julianna Redell, Toy Department Junior



Sample screen from online video