



Attleboro High School

Celebrating years

AHS Multimedia

A Decade of
3D
Digital Art





I would personally like to thank the thousands of students that I have had the honor and privilege of mentoring these past 10 years. You are not only my students but also fellow artists. I would be amiss if I didn't say that I have learned as much from you as I hoped you have learned from me. I would like to think that you not only learned artistic skills while we were together, but also skills that you have taken and been able to use in your everyday life.

Again thanks and as always... you are gentlemen (ladies) and scholars.

Mr. M



Zach Pardey- Class of 2004

Table of Contents

Table of Contents	3
Introduction.....	5
What is 3D Digital Art ?	7
History.....	9
Animation vs Still	10
Anthologies	13
Gallery.....	14-19
Big Al Productions.....	20

Introduction

What is Multimedia? Multimedia class at Attleboro High School refers to 3D Digital Art. To simplify the answer even more think of Pixar and their movies like Wall-e, Finding Nemo and the Toy Story Trilogy. It can also refer to special effects movies such as the Transformers, Pirates of the Caribbean, and Lord of Ring series, just to name a few.

Attleboro High School is actually one of the few high schools in Massachusetts that has this type of program. Because we use computers as our principal tool most people forget the fact that Multi is an art class. The computers are merely and extensions of our students' creativity just like a paintbrush or piece of clay.

Alex Tundel- Class of 2013





Eric Wirkerman- Class of 2004

What ^{3D} is ^{3D} Digital Art?*

Digital Art is a general term for a range of artistic works and practices that use digital technology as an essential part of the creative and/or presentation process. Since the 1970s, various names have been used to describe the process including Computer Art and Multimedia Art.

More generally, the term digital artist is used to describe an artist who makes use of digital technologies in the production of art. 3D graphics are created via the process of designing imagery from geometric shapes, polygons or NURBS curves to create three-dimensional objects and scenes for use in various media such as film, television, print, rapid prototyping, games/simulations and special visual effects.

*From Wikipedia, the free encyclopedia



Alexa Gustafson- Class of 2013

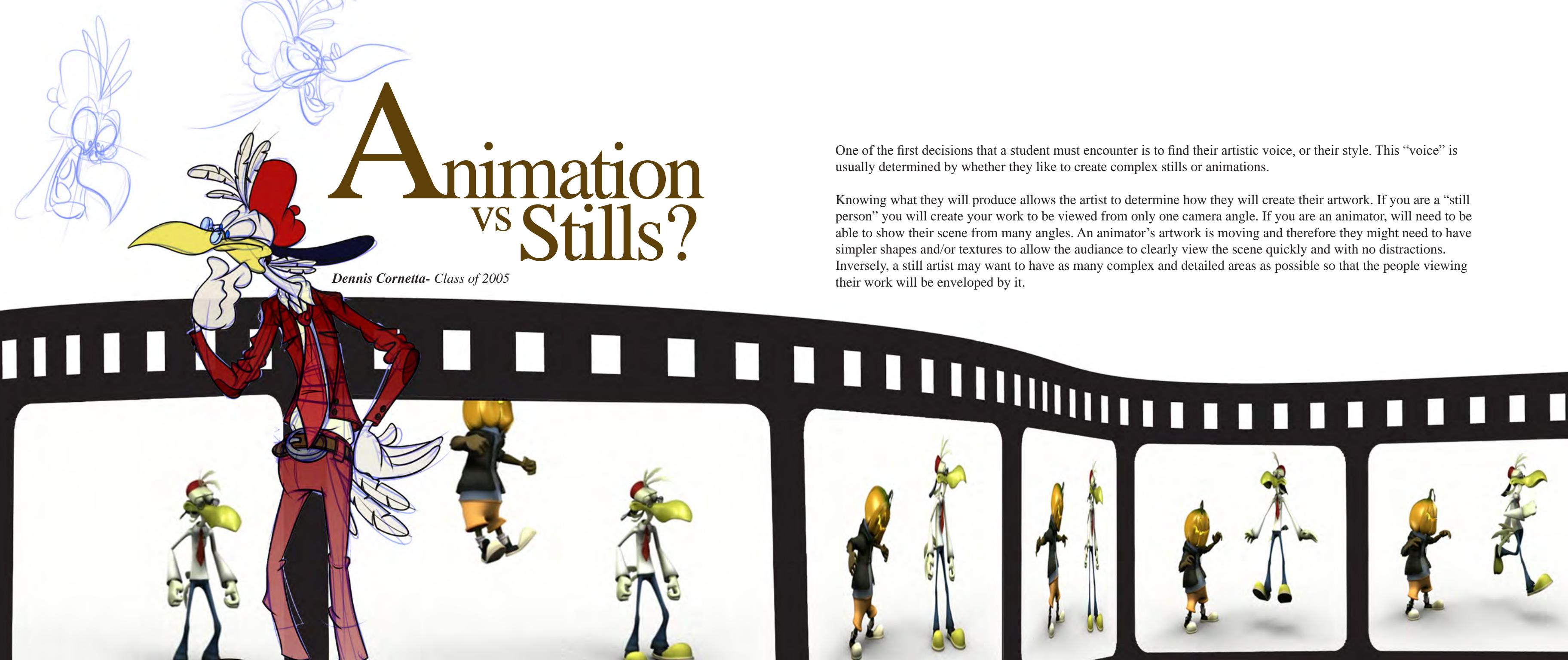
History

In 1994, a visionary art teacher, James Hall, realized that there was a new art form on the horizon. Seeing the future, Jim convinced the high school administration to create a “Multimedia” class. Scrounging what computer parts he could find, Jim literally began building the “Multi” lab out of spare and used computer equipment.

Researching this new art form, he found a program called Truespace. So it began with TS4. “Multi” quickly became a collaborated effort between teacher and students. Both parties finding new tools and concepts and sharing this information with anyone who would listen.

With Jim’s retirement in 2004, the privilege of mentoring students in 3D art was passed onto me... Allen Makepeace. With Jim’s help, I started my journey. That same year the James F. Hall award was created to honor the students who exemplified what Jim had began instilling into his students... an artistic passion and willingness to share not only their passion but their knowledge to others.

Ten years later, and several new versions of Truespace (now 7.6), I believe that you can still see the passion and collaboration between students and teacher.



Animation vs Stills?

Dennis Cornetta- Class of 2005

One of the first decisions that a student must encounter is to find their artistic voice, or their style. This “voice” is usually determined by whether they like to create complex stills or animations.

Knowing what they will produce allows the artist to determine how they will create their artwork. If you are a “still person” you will create your work to be viewed from only one camera angle. If you are an animator, will need to be able to show their scene from many angles. An animator’s artwork is moving and therefore they might need to have simpler shapes and/or textures to allow the audience to clearly view the scene quickly and with no distractions. Inversely, a still artist may want to have as many complex and detailed areas as possible so that the people viewing their work will be enveloped by it.



Anthologies

In 2003, we created the first Student Anthology. The Anthology is a collection of art that is primarily from advanced students. Time and again there does come a “rookie” who produces a piece of art that the advanced students as well as their mentor vote into the anthology.

Over the decade... the Anthology has had many themes. In 2008 it was a parody of movie trailers. 2008's film is considered by students to be the number one anthology of the last ten years. Others that deserve notable mention are: 2007's winged skeleton rising from the grave, 2010's glowing green orb and finally 2011's ninja.

Each year, the multimedia students, are proud to demonstrate their skills within the presentation of that years Multimedia Anthology.



Left to Right:

Deanna Elliot- Class of 2011

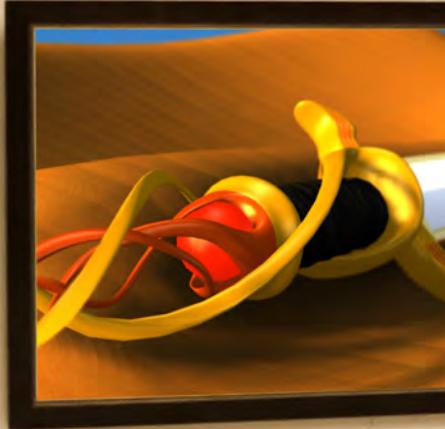
Andy Dion- Class of 2012

Colin Blaney Young- Class of 2004

Gallery

Please be aware that the following pages are only a very small percentage of the work that has been created over the last decade. Even though it is only a small sampling, I can assure you that it is not small in their demonstration of creativity and passion. All of these pieces have been on “the wall” at some point in time. “The wall” is the area located outside of the Multi Lab. There are only 59 slots available for artwork. A new potential piece of art must

challenge a “reigning” member of the wall. Then there is a vote of all multi students and whichever piece wins the challenge is put back onto the wall. After 2 years if a piece has met all challenges and is considered worthy by the instructor, the artwork is put into the “Hall for Fame” remaining on display forever.



Xavier Ticas- Class of 2011





Megan Cirino- Class of 2013



Russell Elmes- Class of 2005

BiG Al Productions

All anthologies have been a collective effort between AHS Multimedia and BiG Al Productions. BiG Al Productions was created to help enforce the “team” concept between students and their teacher. Their wasn’t an official logo until 2011. That year Damian Mateaus created and rigged a Mr. M character, which was then converted into the BiG Al logo.



People ask, “Do you know you have a typo in your logo?” My answer is simple... there is no typo. They respond by saying, “Yes there is. The “I” should not be capitalized in the word big.” To which I respond, “it’s our logo, so we can do it anyway we choose!” The fact is the logo was done with the cap “I” to purposely annoy English teachers who are more caught up in the technical aspects of writing rather than in the creative. It’s our little way of saying sometimes creativity is above function.

This book was originally part of a project for an InDesign class.

The further I continued working on my “assignment”, the deeper my realization became that I was not only documenting my students work but also my growth as an educator.

Please enjoy.

Big Al
(Makepeace)



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