

fast forward

# "What is this MITE AVISTA and why should I support it?"

**M**ultimedia  
**I**nteractive  
**T**echnology  
**E**nvironment

Because ..... the **MITE AMIGA Computer Lab**, in spite of inadequate funding, has been, and still is providing the technology and space for which some universities spend millions. That is, the hardware and software for 3D animation, for digitizing and creative processing of both image and sound, and for the learning and practise of new media technology principles. (see **Campus Computing**, *Computer Graphics World*, Nov.'93)

And what is more, here at **MITE AVISTA**, this learning is not only for the select few, but for students and faculty from any academic discipline, who are willing to put in the time and effort. Award-winning work created in the lab by students has brought credit to Concordia.

Concordia is one of the few universities offering **3D Animation** as an academic course. Students have waited two years to take this 3D intro course (**FMAN 326**). Some of them are already being offered opportunities to try out for jobs in the industry. At the **AMIGA Computer Lab** at the California Institute of Art, Computer Animation, using this same **IMAGINE** software, is a required course. The principles learned are transferable. You can go from a 3D interface on an **AMIGA** to a high-end **Silicon Graphics** machine. The logical progression is to acquire enough high-end machines to enable the teaching of advanced 3D animation.

Students, both internal and external, are continually asking for 3D animation courses. New media skill requirements go beyond text, tables and preset pie charts to digital manipulation of image and sound.

**DeskTop Video** is another major focus of **MITE AVISTA**. Computer assisted technology is now deeply entrenched in video production. The **NewTek VideoToaster** (see hardware description) is the only piece of technology identified by name in the recently published *New Media, New Choices*. (Canadian Dept. of Communication, Cat. No. Co22-123/1992)

This publication states: "We must, as a nation, develop the skills which a new media society will require. These skills will be essential in all walks of life, not simply those at the core of the media information sector." (p.39)

High schools are purchasing Toasters and looking to Concordia for instruction on how to use them. **Dawson College** has ten - **MITE** has one, which is overbooked and unable to meet the demand from all disciplines.

In the nineties, given the plethora of highly competitive digital media technology, there are two key factors for the successful operation of educational multimedia laboratories. These are **interdisciplinary access** and **cooperative funding**. The former we have, the latter we still need to expand, network and upgrade this already successful multimedia interactive technology environment that is the envy of more than a few institutions, nationally and internationally.

The world after university, powered by the engine of the super-symbolic economy, needs Canadian graduates who understand what new multimedia communication technology is all about, and who will use it to define economically productive roles for themselves. **HBW**

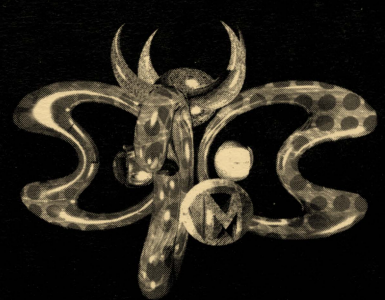
## MITE is Multimedia ♦ Real Education for the Virtual World



*DPaint IV* ♦ Scott Prentice



*DigiPaint* ♦ Sara Morley



*3D Imagine* ♦ Scott Ross Bell

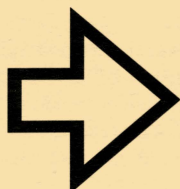
Volume Five  
Number One

♦  
May 1993

♦  
Audio-Visual  
Department

♦  
Concordia  
University

*what's  
inside*



- ♦ summer and fall workshops at the MITE Computer Lab
- ♦ list of MITE AVISTA's audio, video & computer facilities
- ♦ hardware & software acquisitions
- ♦ *WISH* Seminars for media instructors
- ♦ MITE news & views