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# *Visual Media Studies*

## 1. Introduction

**Masakatsu KANEKO**

# Who am I

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**Masakatsu KANEKO**

**Professor**

**Department of Informatics (media  
sciences and engineering pro**

**Graduate School of Informatic  
engineering, UEC**

- Media engineering
- Media sciences
  - media studies
  - media analysis
  - media design
  - media art

# Introduction

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## objective

**1<sup>st</sup> objective of lectures is to know, about “visual media contents”,**

- Of what elements they are constructed?**
- How those elements are composed?**

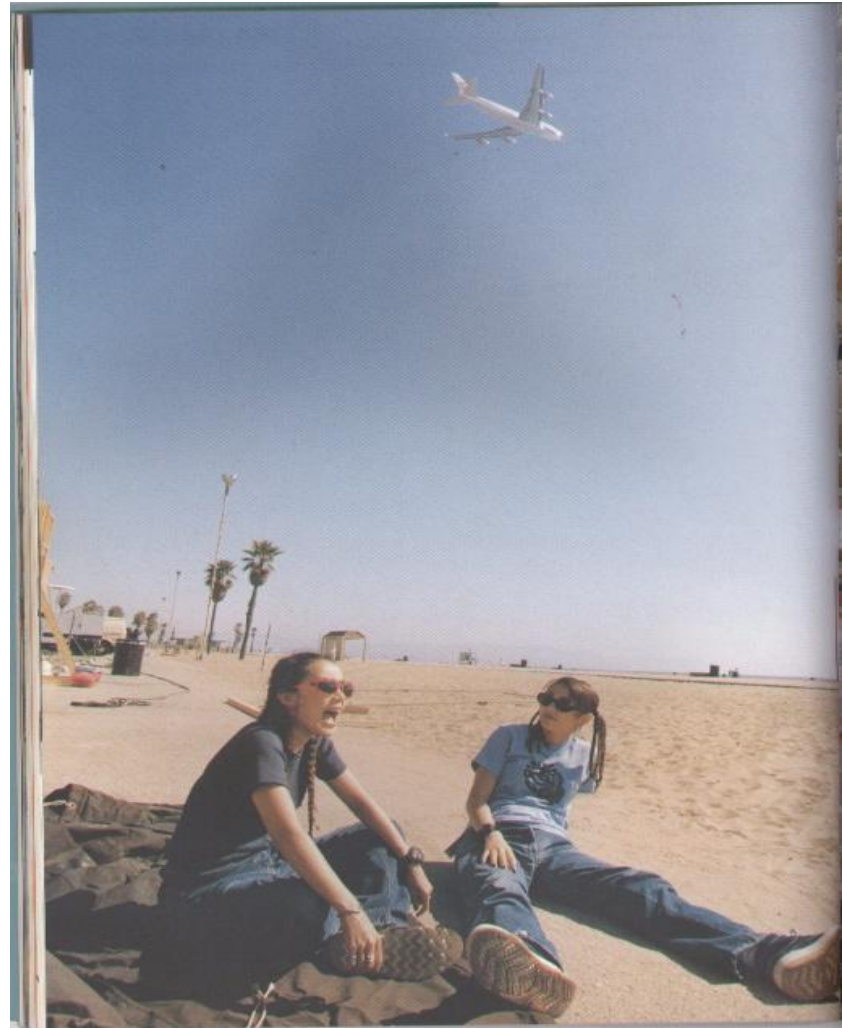
**2<sup>nd</sup> is to enhance that knowledge through practice**

# Elements of image

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## exercise

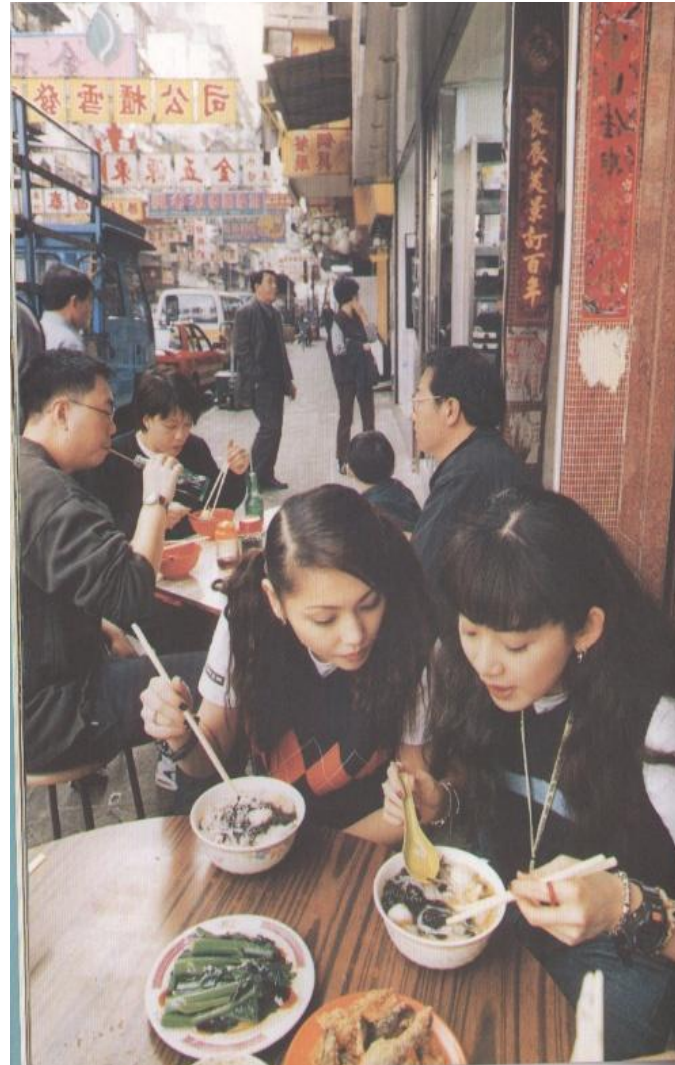
**-Note all  
elements which  
compose the  
picture**



# Elements of image

## exercise

**-Note all  
elements which  
compose the  
picture**



# Elements of image

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## exercise

**-Note all  
elements which  
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# Elements of image

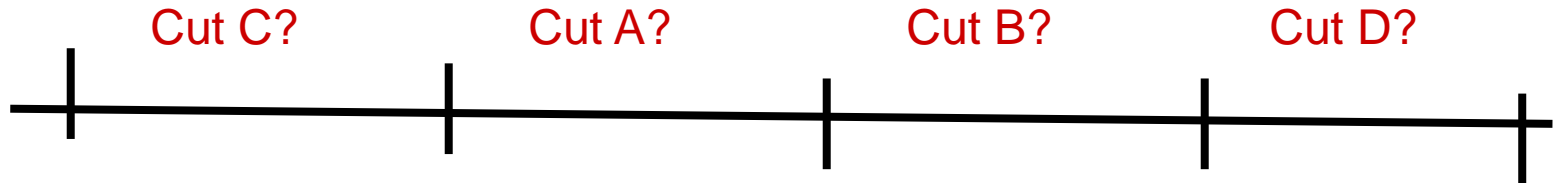
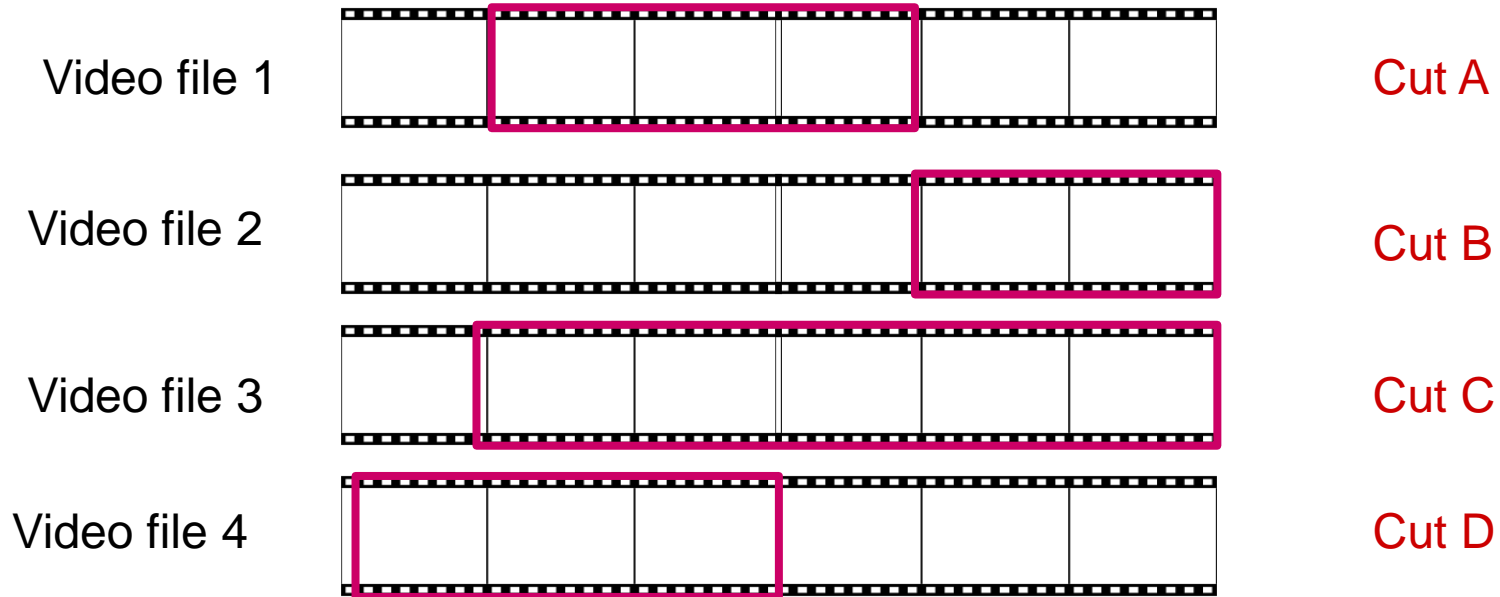
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## exercise

**-Note all  
elements which  
compose the  
picture**



# Timeline montage





# Spacial montage

## In Manga

You can  
dispose images  
in chosen size,  
chosen form, at  
chosen place



# Spacial montage

## Manga

Each frame has  
its own time



# Spacial montage

## In Manga

You can even  
put several  
timelines in one  
frame



# Movie Comics

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## Movie Comics

- **A new content form for web, proposed and developed by Kaneko\_lab.**
- **Combination of Comics and Movie**
- **Use same page structure as Comics, but each frame (koma) is streaming video**
- **control by SMIL or Action Script**