Number: DART G180  TITLE: Introduction To Web Animation

ORIGINATOR: Avery Caldwell  EFF TERM: Fall 2018
FORMERLY KNOWN AS: Introduction To Web Animation Using Flash  DATE OF OUTLINE/REVIEW: 11-21-2017
CROSS LISTED COURSE:  TOP NO: 0614.40

SEMESTER UNITS: 3.0
HRS LEC: 36.0  HRS LAB: 36.0  HRS OTHER: 0.0
CONTACT HRS TOTAL: 72.0
STUDY NON-CONTACT HRS RECOMMENDED: 72.0

CATALOG DESCRIPTION:
A basic introduction into what web designers and multimedia developers need to know. Using Adobe Animate CC (Formally known as Flash CC) to create expressive animation and interactive content. Enabling publication to multiple platforms, including Flash Player and AIR, Apple iOS, Google Android, Windows, and OS X desktop, HTML5 Canvas, WebGL, or even custom platforms like Animated SVG, and reach viewers on virtually any desktop or mobile device.

JUSTIFICATION FOR COURSE:

PREREQUISITES:

COREQUISITES:

ADVISORIES:

• DART G178: Introduction To Web Page Design

ASSIGNED DISCIPLINES:

Graphic arts (desktop publishing)
Multimedia

MATERIAL FEE: Yes [ ] No [X] Amount: $0.00

CREDIT STATUS: Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

GRADING POLICY: Pass/No Pass [X] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

OPEN ENTRY/OPEN EXIT: Yes [ ] No [X]

TRANSFER STATUS: CSU Transferable [X] UC/CSU Transferable [ ] Not Transferable [ ]

BASIC SKILLS STATUS: Yes [ ] No [X] LEVELS BELOW TRANSFER: Not Applicable

CALIFORNIA CLASSIFICATION CODES: Y - Not Applicable

NON CREDIT COURSE CATEGORY: Y - Not applicable, Credit Course

OCCUPATIONAL (SAM) CODE: C

REPEATABLE ACCORDING TO STATE GUIDELINES: No [X] Yes [ ] NUMBER REPEATS:

REQUIRED FOR DEGREE OR CERTIFICATE: No [ ] Yes [X]
Graphic Design Web Site Design Certificate(Certificate of Specialization)

GE AND TRANSFER REQUIREMENTS MET:

PROGRAM LEVEL LEARNING OUTCOME(S) Supported by this course:

evaluate current web pages on the Internet.

COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:
1. Construct a top quality dynamic interactive website and multimedia player.
2. Explain how to optimize graphic and dynamic web content for faster downloads.
3. Identify site usability and interaction.
4. Examine challenging examples of technique and problem solving.
5. Create site orientation and navigation skills.
6. Apply Flash interactivity to static HTML sites.
7. Prepare and integrate sound into HTML files using Flash.
8. Evaluate how Flash interacts with other multimedia software.

COURSE OBJECTIVES:
1. design a top quality dynamic interactive website and multimedia player.
2. demonstrate how to optimize graphic and dynamic web content for faster downloads.
3. Become familiar with site usability and interaction.
4. Explore challenging examples of technique and problem solving.
5. Create site orientation and navigation skills.
6. Incorporate static HTML5 sites with Adobe Animate CC interactivity.
7. Discover integration of sound into HTML5 files using Adobe Animate CC.
8. Survey how Adobe Animate CC interacts with other multimedia software.

COURSE CONTENT:

LECTURE CONTENT:
A series of design problems will be completed that develop an understanding of the following concepts. Sequence of problems will allow for a progression of skill development from basic to more complex.

1. Philosophy
   a. Purpose and understanding of concept
   b. Strategies of design and color

2. Adobe Animate Interface
   a. The Window
   b. Panels: creating and changing sets
   c. Layers: manipulating organizing

3. Animation
   a. Frames: frame rate keyframes
   b. Motion tweening concepts
   c. Shape tweening concepts

4. Symbols
   a. Symbol Instances
   b. Buttons
   c. Movie clips

5. Sound
   a. Importing
   b. Compression
c. Adding to buttons and movies

6. Putting it all together
   a. Scenes
   b. Load movie action
   c. Movie layout and flow
   d. Introduction to ActionScripting

7. Publishing your movie
   a. Publishing to .swf
   b. Publishing to an iOS and Android device
   c. Publishing to a website
   d. Publishing to a projector

LABORATORY CONTENT:
Lab time will be spent working on the projects that are assigned to strengthen the understanding of the listed modules presented in the lecture.

1. Interface Design
   a. Designing basic interfaces for the Web
   b. Accessing information and dealing with access issues
   c. Designing links and navigation pathways
   d. Organizing information
      A. Chunking information
      B. Establishing hierarchy
      C. Establishing relationships

2. Site Design
   a. Site organization
   b. Determine site elements
   c. Incorporate Internet design factors

3. Web Graphics
   a. Manipulate color display
   b. Consider different graphic file formats
   c. Optimize graphics

4. Web Multimedia and Animation
   a. Design and build audiovisual elements
   b. Incorporate digital videos
   c. Incorporate digital audio

METHODS OF INSTRUCTION:
A. Lecture:
B. Lab:
C. Online:
D. Independent Study:

INSTRUCTIONAL TECHNIQUES:
Learning/teaching strategies will include lecture, demonstration, text readings, exercises, practice, and tutorial instruction. Students will view the demonstrations via video tutorials on a CD or the Internet, then complete the assignments.

Students will view examples for the purpose of assessing the effectiveness and functionality of the projects. Students will interact with the instructor via email, voice mail, and the websites they maintain. Instructional methods will include providing online lecture material (additional information and/or clarification for weekly assignments or readings), monitor online group activities and conduct online class discussions. Student activities will include: viewing/downloading instructor's syllabus, class information, class assignments and calendar, and discussion group instructions. Students will submit assignments via email attachments or course websites.
COURSE ASSIGNMENTS:

Reading Assignments
Student will be required to read the software text. Selected material and tutorials from Adobe.

Out-of-class Assignments
Class projects will require outside work.

Writing Assignments

- Become proficient at problem solving by dissecting in class short animations.
- Demonstrate design skills by creating short animations.
- Demonstrate animation integration by building and developing a web site or Flash projector.

METHODS OF STUDENT EVALUATION:

Projects (ind/group)
Problem Solving Exercises
Skills Demonstration

Demonstration of Critical Thinking:

A. The student will optimize graphics and sound to meet downloading file size standards.
B. The student will demonstrate critical thinking by developing content information that best communicates their message.
C. The student will apply design principals that guide the user with animation, sound and clear navigation.
D. Evaluate his/her and designs of others by participating in oral discussions and critique of project assignments.

Required Writing, Problem Solving, Skills Demonstration:

A. Become proficient at problem solving by dissecting in class short animations.
B. Demonstrate design skills by creating short animations.
C. Demonstrate animation integration by building and developing a web site or Adobe Animate CC projector.

TEXTS, READINGS, AND RESOURCES:

TextBooks:
   ISBN: 978-1-936201-99-0

LIBRARY:

Adequate library resources include: Print Materials
Online Materials

Comments:

Attachments:

Attached Files