



Broward Community College

Course Outline

STATUS: A

COMMON COURSE NUMBER: CGS 2877C

COURSE TITLE: Web Animation

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 32

Lab 32

Other

Contact Hours/Week 4

CATALOG COURSE DESCRIPTION:

Prerequisite: None

Co requisite: None

Web developers use Flash (or another animation tool) to create beautiful, resizable and extremely small and compact navigation interfaces, technical illustrations, long-form animations, and dazzling effects for web sites and other Web-enabled devices (such as WebTV). Students will create graphics and animations using drawing tools or imported vector artwork; animate that artwork; and make interactive movies.

UNIT TITLES:

1. Defining and identifying web animation work environment
2. Using drawing and painting tools
3. Working with objects
4. Creating type
5. Importing artwork
6. Using layers
7. Using symbols, instances, and libraries
8. Creating animations
9. Creating interactive movies
10. Creating interface elements

LAST REVIEW Academic Year 2004-2005 NEXT REVIEW Academic Year 2009-2010

11. Using sound in animations
12. Publishing and exporting animations
13. Creating web animations

I. Course Overview:

Upon successful completion of this course, the students should be able to create web animations to include in multimedia projects.

II. Units:

Unit 1. Defining and Identifying Web Animation Work Environment

General Outcome:

1.0 The students should be able to define and identify web animation work environment.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Identify the differences between vector and bitmap graphics.
- 1.2 Work with the toolbox.
- 1.3 Use the timeline.
- 1.4 Use scenes.
- 1.5 Use library windows.
- 1.6 Use inspector.
- 1.7 Use context menus.
- 1.8 View the stage.
- 1.9 Set preferences.

Unit 2. Using Drawing and Painting Tools

General Outcome:

2.0 The students should be able to use drawing and painting tools.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

2.1 Understand drawing and painting in web animation.

2.2 Draw with tools.

2.3 Use paint tools

2.4 Use color palettes.

2.5 Set drawing preferences.

2.6 Apply gradients and fills.

2.7 Create special curve effects.

2.8 Work with complex drawings.

Unit 3. Working with Objects

General Outcome:

3.0 The students should be able to work with objects.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

3.1 Select, move, copy, delete objects.

3.2 Stack, scale, rotate, flip, skew objects.

3.3 Restore, align, group objects.

3.4 Move object's registration point.

3.5 Break apart groups and objects.

Unit 4. Creating Type

General Outcome:

4.0 The students should be able to create type.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

4.1 Use type in web animations.

4.2 Create type.

4.3 Create text fields and editable text.

4.4 Set text attributes.

4.5 Transform type.

4.6 Reshape and edit type.

Unit 5. Importing Artwork

General Outcome:

5.0 The students should be able to import artwork.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

5.1 Place artwork into web animations.

5.2 Trace bitmaps.

5.3 Use magic wand to edit images.

5.4 Paint bitmaps.

5.5 Set bitmap properties.

Unit 6. Using Layers

General Outcome:

6.0 The students should be able to use layers.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

6.1 Create and edit layers.

6.2 Change the order of layers.

6.3 Use guide and mask layers.

Unit 7. Using Symbols, Instances and Libraries

General Outcome:

7.0 The students should be able to use symbols, instances and libraries.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 7.1 Determine which type of symbol to use.
- 7.2 Create symbols and instances.
- 7.3 Identify instances on the stage.
- 7.4 Create, enable, select and test buttons.
- 7.5 Edit and change symbols and instances.
- 7.6 Break apart instances.
- 7.7 Use symbols from other movies.

Unit 8. Creating Animations

General Outcome:

8.0 The students should be able to create animations.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 8.1 Create keyframes.
- 8.2 Animate with layers.
- 8.3 Set a frame rate.
- 8.4 Tween animations.
- 8.5 Tween instances, groups and type.
- 8.6 Tween along a path.
- 8.7 Tween shapes.
- 8.8 Create frame-by-frame animations.
- 8.9 Edit animations.

Unit 9. Creating Interactive Movies

General Outcome:

9.0 The students should be able to create interactive movies.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 9.1 Identify interactive movies.
- 9.2 Assign actions to buttons.
- 9.3 Assign actions to frame.
- 9.4 Edit actions.
- 9.5 Jump to frames, scenes, URLs.
- 9.6 Load and unload movies.
- 9.7 Obtain variables from remote movies.
- 9.8 Make movies draggable.
- 9.9 Control other movies.
- 9.10 Create advance controls: actions, loops, values and arrays.
- 9.11 Troubleshoot interactivity.

Unit 10. Creating Interface Elements

General Outcome:

10.0 The students should be able to create interface elements.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

10.1 Create forms

10.2 Create pop-up menus.

Unit 11. Using Sound in Animation

General Outcome:

11.0 The students should be able to use sound in animations.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 11.1 Import sounds.
- 11.2 Add sounds to animations.
- 11.3 Use sound-editing controls.
- 11.4 Start and stop sounds at keyframes.
- 11.5 Add sounds to buttons.
- 11.6 Insert event and streaming sounds.
- 11.7 Synchronize sounds to animations.

Unit 12. Publishing and Exporting Animations

General Outcome:

12.0 The students should be able to publish and export animations.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 12.1 Optimize movies.
- 12.2 Test movie download performance.
- 12.3 Publish movies.
- 12.4 Identify HTML, GIF, JPEG, PNG and Quick Time publish settings.
- 12.5 Use stand-alone player.
- 12.6 Export moves and images.
- 12.7 Identify configuring a web server for animations.

Unit 13. Creating Web Animations

General Outcome:

13.0 The students should be able to create web animations.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

13.1 Create web animation projects.

13.2 Test animations in different formats.