EL CENTRO COLLEGE
ARTV 1303
BASIC ANIMATION
SYLLABUS

COURSE DESCRIPTION

Prerequisites: NONE

Course Description: Examination of animation concepts, principles, and storyboard for basic production. Emphasizes creating movement and expression utilizing traditionally or digitally generated image sequences.

This is a 3 credit hour course. (2 lec., 4 lab.)

WECM END-OF-COURSE OUTCOMES: Demonstrate animation principles; communicate conceptual ideas through storyboards; execute animation sequences; and develop artwork using traditional or digital tools.

STUDENT LEARNING OUTCOMES:
Upon successful completion of ARTV 1303, students will be able to:
  - Demonstrate the use of the Adobe Flash CS5 interface: menus, tools, and commands by independently creating simple 2-D animation objects.
  - Plan, create, build, upload and modify 2-D animation projects used in storylines, websites, and other standalone products.
  - Communicate the terms utilized by professional Flash Developers proficiently.

COURSE MATERIALS

Required Textbook:

| ![Adobe Flash CS5 Professional on Demand](image) | Adobe Flash CS5 Professional on Demand, Johnson, Perspection Inc., 2009. ISBN# 978-0-7897-4443-2 |

A minimum of 1GB USB Flash drive

A student of this institution (El Centro College) is not under any obligation to purchase a textbook from a university-affiliated bookstore. The same textbook may also be available from an independent retailer, including an online retailer.
**MAJOR COURSE REQUIREMENT**

Students will participate in **Discussion Boards** addressing major topics covered in the course.

Students will practice Animation concepts using Adobe Flash through a series of related assignments. A series of **exam** will cover major topics covered in the course.

Students will be able demonstrate proficiency in the use of Adobe Flash by completing a **midterm** and **final project** of their choosing.

**SUBJECT MATTER**

**Introduction to the Flash Integrated Development Environment (IDE)** (Skills include using tools, library panel, using property inspector, using the tools panel, using Help, and navigation)

**Working with Graphics** (Skills including import and edit bitmap and vector images)

**Creating and Editing Symbols** (Skills include creating and editing objects used as symbols)

**Working with Text** (Skills include classic text, dynamic text, and static text)

**Adding Animation** (Skills include animating movie clips, tweening, and frame by frame)

**Publishing Flash Documents** (Skills include testing a Flash document and creating web-safe versions)

**Working with Sound and Video** (Skills include preparation in Flash documents)

**Creating Interactive Files** (Skills include stop/start, frame navigation, scene navigation)

**Create a story board and short proposal** (Skills include the design elements of a Flash document design).

**ActionScript Basics** (Skills include more topics on the use of ActionScript 3.0 in controlling Flash Documents).

**DISCLAIMER**

The provisions contained in this syllabus do not constitute a contract between the student and El Centro College. These provisions may be changed at the discretion of the Coordinator/Instructor. When necessary, appropriate notice of such changes will be given to the student.

The instructor-of-record may provide additional information to enhance the course to meet the needs of the enrolled students, provided that the enhancements do not conflict with the official course syllabus.

**POLICIES**

Students should click on the links below and read all of these policies.

[General institutional policies](#)
[Course-related institutional policies](#)