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, 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 og 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