

*If you need accommodations due to a disability, contact Disability Services in
Edison Hall Room 100, 732-906-2546*

*To foster a productive learning environment, the College requires that all students adhere to the Code of Student Conduct
which is published in the college catalog and website.*

Course ID and Name: DMA222 Web Animation and Interactive Media

Department: Visual, Performing, and Media Arts

Chairperson: Annie Hogan

Office Location: CC 341

Email Address : AHogan@middlesexcc.edu

Telephone: 732.906.2589

Prerequisites: DMA218

Co-requisites:

Course Description: This course is an introduction to animation for websites and web applications. Animated graphics and type, interactive user interface design, and basic character development are covered. Traditional animation terminology and techniques are discussed as they apply to professional animation software, such as Flash, Maya and After Effects. Projects involve assembling clips with motion and sounds, and developing short interactive animation that responds to user input. Projects focus on developing short animation pieces for basic web publishing. Project-based learning is used in applying techniques and technologies to emphasize conceptual and creative development.

General Education Status: N/A

Credits: 3 Lecture Hours: 1 Lab Hours: 4

Learning Outcomes:

Upon successful completion of the course, students will be able to:

1. Apply traditional animation fundamentals to digital media
2. Demonstrate proficiency in 2D and basic 3D animation tools
3. Develop and create animated web graphics and characters
4. Publish animations on an interactive website

Course Content Areas:

Animation: frames, keyframes, cells, timelines, tweening, timing, pacing, storyboarding

Technology: Flash, Maya, scripting, synthesizing technologies, troubleshooting, testing, cross-platform consistency, browsers

Web Publishing: exporting, embedding, interactivity, loading speed, design and presentation

Project Planning: concept development, project mapping, scheduling, organization, file management

Middlesex County College
Edison, NJ 08818

COURSE ID (DEPARTMENT AND COURSE NUMBER)
DMA222, Visual, Media, and Performing Arts Department

COURSE NAME
Web Animation and Interactive Media

NUMBER OF CREDITS AWARDED FOR COURSE
3

PREREQUISITE OR COREQUISITE COURSES OR ACADEMIC STANDING
DMA218

NEW OR MODIFIED COURSE
New

SEMESTER AND YEAR COURSE WILL FIRST BE OFFERED
Spring 2010

NAME AND TELEPHONE NUMBER OR EMAIL ADDRESS OF DEPARTMENT CHAIR
Nadine Heller, NHeller@middlesexcc.edu, 732-906-2589

DETAILED COURSE DESCRIPTION:

This course is an introduction to animation for websites and web applications. Animated graphics and type, interactive user interface design, and basic character development are covered. Traditional animation terminology and techniques are discussed as they apply to professional animation software, such as Flash, Maya and After Effects. Projects involve assembling clips with motion and sounds, and developing short interactive animation that responds to user input. Projects focus on developing short animation pieces for basic web publishing. Project-based learning is used in applying techniques and technologies to emphasize conceptual and creative development.

OUTLINE OF COURSE OBJECTIVES

1. Identify animation basics using correct terminology
2. Create and animate objects in Flash and Maya
3. Set up object libraries and create instances in Flash
4. Use keyframes and timelines to animate objects in Flash and Maya
5. Export and save movies for web use
6. Optimize publish settings for web loading
7. Attach sound and import video or 3D animation into Flash
8. Embed movies in HTML for website or browser viewing
9. Create animated buttons, hyperlinks, and motion effects
10. Plan and develop an animated character
11. Plan project using sketches and preliminary graphics
12. and execute a basic animated story
13. Develop a basic Flash web page with interactive components
14. Design and execute type animation
15. Embed Flash movies in HTML for browser viewing
16. Create basic pre-loader animation
17. Integrate projects into interactive portfolio

TEXTS, JOURNALS, AND OTHER MATERIALS USED IN COURSE

Flash + After Effects, Chris Jackson
Publisher: Focal Press ISBN:978-0240810317

Variety of online sources

SUGGESTED GRADING CRITERIA

Projects	60%
Class Participation	15%
Portfolio Presentation	15%
Quizzes	10%

SCHEDULE OF TOPICS TO BE COVERED

1. Introduction and overview
2. Animation basics, 2D and 3D
3. Motion graphics in Flash intro to timelines, keyframes, tweening, settings
4. Flash, working with files and libraries - importing, exporting, file formats
5. Typesetting in Flash - animated type
6. Concept development, storyboarding
7. Animating objects, working with objects, 2D and 3D
- B. Character development
9. Importing sound and video
10. Building an animated story
- 11.** Exporting and publishing from Flash and Maya
12. Basic scripting, buttons and links
13. Basic portfolio website-putting it all together
- 14.** Portfolio review