PALOMAR COLLEGE
COURSE OUTLINE OF RECORD FOR
DEGREE CREDIT COURSE

X Transfer Course X A.A. Degree applicable course
(check all that apply)

COURSE NUMBER AND TITLE: GC164 Interactive Web Graphics

UNIT VALUE: 1.0

MINIMUM NUMBER OF SEMESTER HOURS: 32

BASIC SKILLS REQUIREMENTS: appropriate language and computational skills

ENTRANCE REQUIREMENTS

PREREQUISITE: none

COREQUISITE: none

RECOMMENDED PREPARATION:
GC 140 / RGC 140 Digital Imaging / Photoshop I
And/or GC 152 / RGC 152 Desktop Publishing with Illustrator
And/or GC 154 Preparing Web Graphics
And/or GC 202 / RGC 202 Web Page Layout I

SCOPE OF COURSE:
Hands-on course to produce optimized graphics for the Web with applications such as Adobe's ImageReady or Macromedia's Fireworks, cross-platform production environments: design complex buttons and navigation bars, image maps, slicing complex graphics, animation, batch processing, and scripting; generate HTML and JavaScript automatically; integrate with other Web production applications. May be taken four times. CSU

SPECIFIC COURSE OBJECTIVES:

1. Produce optimized Web graphics incorporating text and graphic elements.
2. Apply Graphical User Interface (GUI) standards to Web site project.
3. Interface with other software products.
4. Design a complex graphic Web page.
5. Produce various graphics, e.g., complex buttons, navigation bars, image maps, slices, animation, batch processing, scripting, etc.
6. Participate in a work group.
7. Prepare for web publishing using HTML, etc.
8. Identify Web resources for graphics.
9. Conduct case studies on existing published sites.

10. Generate HTML and JavaScript.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

1) Produce optimized Web graphics incorporating text and graphic elements.
   a) Enter text.
   b) Edit text.
   c) Apply strokes, fills, effects and styles to text.
   d) Attach text to a path.
   e) Transform text.
   f) Import text.
2) Apply GUI standards to Web site project.
   a) Design appropriate messages for medium and audience.
   b) Plan for site architecture and navigation in a GUI.
   c) Select cross-platform Web-safe colors.
3) Interface with other software products.
   a) Import scanned graphics.
   b) Import from digital cameras.
   c) Import from Photoshop, Illustrator, Word, etc.
   d) Insert graphics in Dreamweaver, etc.
4) Design a graphic Web page using Fireworks.
   a) Plan a Web Page.
   b) Slice and optimize the graphics.
   c) Export the page.
   d) Copy and paste auto-generated HTML into Dreamweaver document, etc.
   e) Export HTML.
5) Produce various graphics, e.g., complex buttons, navigation bars, image maps, slices, animation, batch processing, scripting, etc.
   a) Create buttons using symbols and instances.
   b) Create navigation bars.
   c) Create and export rollover buttons.
   d) Match rollover states with frames.
   e) Define areas that activate the rollover.
   f) Assign rollover behaviors.
   g) Assign URL links to rollovers.
   h) Create disjoint rollovers to swap parts of the image.
   i) Use external files as rollover source.
   j) Use irregularly shaped or overlapping rollovers.
   k) Create, edit and export hotspots.
   l) Assign URLs to hotspots.
   m) Set image map options.
   n) Compare hotspots and slices.
   o) Draw slice objects.
   p) Create, name simple slice images, text slice, replacement slice and JavaScript rollovers with slices.
   q) Add interactivity to slices.
   r) Mix file formats within a sliced image.
   s) Plan, create or import elements for an animation.
   t) Manage frames and layers.
   u) Control the animation.
   v) Preview, optimize, and export an animation.
   w) Automate repetitive tasks: batch processing and scripting.
6) Participate in a work group.
   a) Plan a project in a group.
   b) Document a group project.

c) Implement a group project.
d) Present a group project.

7) Prepare for web publishing using HTML, etc.
   a) Automate repetitive tasks: find, replace, styles, etc.
   b) Select appropriate formats/extensions: png, jpg, gif, etc.
   c) Preview graphics in Web browsers.
   d) Post Fireworks graphics on the World Wide Web.
8) Identify Web resources for graphics.
   a) Identify clip art resources.
   b) Identify royalty-free resources.
   c) Identify stock photo resources.
9) Conduct case studies on existing published sites.
   a) Evaluate graphics on the World Wide Web according to established standards.
   b) Identify the trendsetters and leaders in Web graphics.
10) Generate HTML and JavaScript.
   a) Export graphic with HTML tags.
   b) Export graphic with JavaScript.
   c) Identify proper navigation and directory structure for site.

REQUIRED READING: None

SUGGESTED READING:

Macromedia Fireworks MX Magic
by Lisa Lopuck, New Riders Press
$39.99 ISBN 0-7357-1140-29

Fireworks MX for Windows and Mac, Visual Quickstart Guide
by Sandee Cohen, Peachpit Press
$19.99 ISBN 0-201-79479-9

Fireworks MX Bible
by Joseph W. Lowery, Derren Whiteman (Contributor), Wiley
$44.99 ISBN 0-7645-3662-1

or equivalent texts, depending upon the software application being taught

REQUIRED WRITING:

Project write-up (description of purpose, specification of hardware/software, fonts, techniques, etc.)

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.

Students are expected to study the text books, prepare for exams, and prepare assignments.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

_____ lecture
_____ laboratory
_X_ lecture-laboratory combination
_____ directed study

DISTANCE LEARNING:

This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.
Yes _X_ No_____

If yes, check all that apply:

_X_ Television Course (Video one-way, e.g. ITV, video cassette, etc.)
_X_ Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
_____ Two-Way Video Conferencing (Two-way interactive video and audio)
_____ One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
_____ Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students):

30% Tutorials
60% Projects
10% Simulation/Exams

A 90 - 100%
B 80 - 89%
C 70 - 79%
D 60 - 69%
F Below 60%

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?
Yes _X_ No _____ Number of times course may be taken for credit: _4_

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

58161 (d) (2) (A)

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SIGNATURES ON FILE: