

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: GC 235 Web Page Layout & Animation with Flash part 2

UNIT VALUE: 1.5

MINIMUM NUMBER OF SEMESTER HOURS: 48

BASIC SKILLS REQUIREMENTS: Appropriate language and computational skills

ENTRANCE REQUIREMENTS

PREREQUISITE: none

COREQUISITE: none

RECOMMENDED PREPARATION:

GC 234 Web Page Layout & Animation with Flash part 1

SCOPE OF COURSE:

A hands-on introduction to page layout for the Internet. Typographic considerations, screen layout, graphical interfaces, graphics preparation and structured page design for effective Internet communications. The course is designed to introduce students to Web production and site maintenance; special projects facilitate the needs of more advanced students. (For beginning and intermediate levels.)

SPECIFIC COURSE OBJECTIVES:

The successful student will learn:

- 1) Drawing tools (Line, Pencil, Rectangle, Oval, Text, Brush, Paint Bucket, Ink Bottle) and their modifiers
- 2) Document window components (Stage, Scenes, Timeline, Layers, Keyframes, Symbol Library)
 1. Processes (Motion and Shape Tweening, Color Effects, Button and Frame actions)
 2. Techniques and strategies for creating efficient animations

The successful student will be able to:

3. Create dynamic presentations embedded in Web pages
4. Create a Web page navigation interface using Flash
5. Create animations with sound that are non-linear/respond to user interaction

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

I. Basic Tools

A. Tools

1. Line
2. Pencil
3. Brush
4. Paint Bucket
5. Oval
6. Rectangle
7. Ink Bottle
8. Pen/Bezier
9. Text
10. Selection Tools – Pointer & Lasso

B. Editing Environment

1. Timeline
2. Scenes
3. Layers
4. Frames & Keyframes
5. Symbol Library
6. Inspectors

II. Concepts

- A. Vector and Bitmap graphics
- B. Frame by frame animation
- C. Movie making metaphor (Stage, Scene)
- D. Stage
- E. Scene
- F. Layers
- G. Timelines
- H. Frames
- I. Tools and Modifiers
- J. Shapes, Groups, and Symbols
- K. Symbol types: Graphic, Button, Movie Clip
- L. Symbols and Instances
- M. Color Effects
- N. Tweening
- O. Keyframes
- P. Actions
- Q. Actionscript

III. Procedures

- A. Using non-native graphics: Importing externally created graphics and sounds
- B. Reusing graphic components – Symbols, the Symbol Library, and Instances
- C. Exporting SWFs
- D. Frame by frame animation
- E. Animation with Motion Tweening
- F. Working with the Motion Guide Layer
- G. Animation with Shape Tweening
- H. Nesting Symbols
- I. Applying Actions to Button Instances
- J. Applying Actions to Frames
- K. Adding Sound to Frames and Buttons
- L. Masking
- M. Storyboards & Rough Sketches

- N. Publishing - Adding .SWFs to web pages
- O. File and Folder Management
- P. Uploading

IV. Skills

- A. Creating simple shapes
- B. Modifying simple shapes
- C. Working with multiple objects on a single layer
- D. Working with multiple layers
- E. Saving and reusing graphic objects
- F. Using non-native graphics
- G. Frame-by-frame animation
- H. Animation with Motion Tweening
- I. Animation with Shape Tweening
- J. Complex Animation
 - I. Animated Masks
- K. Creating interactivity with Frame Actions
- L. Creating interactivity with Buttons
- M. Adding sound
- N. Creating complex interactivity with Actionscript
- O. Publishing the animation

REQUIRED READING:

Kerman, Phillip. *Sams Teach Yourself Macromedia Flash 5 in 24 Hours*. Indianapolis, Sams.net Publishing. 2000. ISBN: 067231892X.

SUGGESTED READING:

Reinhardt, Robert and Jon Warren Lentz. *Flash 5 Bible*. New York, Hungry Minds, Inc. 2000. ISBN: 0764535153.

Ulrich, Katherine. *Flash 5 for Windows and Macintosh. Visual Quickstart Guide*. Berkeley, Ca., Peachpit Press. 2000. ISBN: 0201716143

REQUIRED WRITING:

- Create a Flash web site demonstrating proficiencies in the above functions and features of Macromedia Flash.
- Two or three page report on Internet theme to provide context for experiential production exercises and projects

OUTSIDE ASSIGNMENTS:

- Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments.
- Students are to read text, study lecture/lab notes, research and write required paper, and complete lab assignments.
- Students are to prepare class and project notebooks.
- Students will work on research and complete written assignments, study required text, complete handouts and spend time on own computer or in open lab completing computer assignments.

- Students will participate in and post questions and answers to our Web Board Conference.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
 laboratory
 lecture-laboratory combination

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 No

If yes, check all that apply:

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
 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):

- 50% Final Presentation
- 10% Written Assignments
- 30% Assignments
- 10% Exams

GRADING SCALE

- 1000-900 A
- 899-800 B
- 799-700 C
- 699-600 D
- 599-below F

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes 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:

CONTACT PERSON: Lillian Payn

SIGNATURES ON FILE