COURSE NAME: COMPUTER ANIMATION

COURSE NUMBER: GRA*271

CREDITS: 3

PREREQUISITE OR PARALLEL: ENG* 101

Catalog Description:
An introduction to creating animation presentations as they apply to the digital environment as well as traditional skills such as storyboarding and script preparation. The software used is Flash, which is the most widely used animation tool for interactive media and has become an essential tool for web designers. Other software programs that may be used during this course are Director and Photoshop.

General Education Competencies Satisfied:

HCC General Education Requirement Designated Competency Attribute Code(s):

None

Additional CSCU General Education Requirements for CSCU Transfer Degree Programs:

None

Embedded Competency(ies):

CONX   **Continuing Learning & Information Literacy (Outcomes ☒ 1 ☒ 2 ☒ 3 ☒4)**

Discipline-Specific Attribute Code(s):

☒ **FINA**   **Fine Arts elective**

Course objectives:

General Education Goals and Outcomes:

Embedded Continuing Learning & Information Literacy: Students will be able to use traditional and digital technology to access, evaluate, and apply information to the needs or questions confronting them throughout their academic, professional, and personal lives.

1. ☒ Demonstrate competency in using current, relevant technologies to solve problems, complete projects, and make informed decisions.
2. ☒ Access, navigate, identify and evaluate information that is appropriate for their need(s) and audience(s).
3. ☒ Synthesize information to broaden the knowledge base and produce both independent and collaborative work.

4. ☒ Evaluate the economic, legal, ethical, and social issues surrounding the access and use of information and relevant technologies.

Course Specific Outcomes:
1. Demonstrate a knowledge of concepts in basic multimedia design.
2. Demonstrate a knowledge of popular multimedia software.
3. Demonstrate a knowledge of the use of computer graphics applications.
4. Demonstrate the process of visual thinking that leads to productive problem solving.
5. Demonstrate a knowledge of the aesthetic and expressive qualities of computer graphics as aspects of multimedia production.
6. Create a multimedia presentation that demonstrates the acquisition of professional standards.
7. Investigate and articulate ethical choices when communicating through the visual medium.

Course Content:

Topics include:
Introduction
Director as Filmmaker
Playing Movies from the Control Panel
Menu and Keyboard Playback Frames
and the Playback Head
Full Screen Playback
The Stage
System and Color Depth
The Cast
Types of Files that can be Incorporated

The Score
Adding Cast Members to the Score
Moving Sprites on Stage
Sprite Duration
Saving

Adding Video and Sound to Movies
Using the Tool Palette
The Paint Window
Cast
Preferences
Ink Effects
Transform Bitmap
Sprite Properties
Sprite Inspector
Sprite Overlays
Extend Sprite
External Casts
Linking Cast Members
Digital Video Options
Direct to Stage
Control Channels
Tempo Settings
Load and Preload
Turning Channels off
Sound Channels
Internal vs. External sound
Creating Projectors

Adding Animation to Movies
Finding Cast Members
Sorting Cast
Cutting and Pasting
Sprites
Gradient Settings
Blending
Registration Points
Coordinates and Grids
Aligning Sprites
RTF Text
Anti-abasing
Transitions
Editing Sprite
Frames
Zooming the Score
Tweening
Key Frames
Modifying
Tweening Sprite
Paths
Moving Key Frames

Reversing Tweening Real
Time Recording
Space to time Recording
Cast To time
Onion Skin
Film Loops
Restoring Loop Data
Shockwave

Adding Interactivity to Movies
Behavior Inspector
Creating a New Behavior Assigning
Behavior Triggers Assigning Behavior
Actions Creating the Roll-over Button
Markers and Markers Window
Using Markers to Move in a Score
Behavior for Navigation
Frame Scripting
Tool Bar Buttons
Fields
"Xtras" for Projectors 94

Additional topics
Filters
Shockwave for Audio
Digital Video
Printing