APGR 73 Course Outline as of Fall 2011

CATALOG INFORMATION

Dept and Nbr: APGR 73   Title: ANIMATION DESIGN
Full Title: Animation Design for the Web
Last Reviewed: 9/24/2001

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50		Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50		Lab Scheduled	2.00	8	Lab Scheduled	16.00
			Contact DHR	0		Contact DHR	0
			Contact Total	4.00		Contact Total	32.00
			Non-contact DHR	1.00		Non-contact DHR	8.00

Total Out of Class Hours: 32.00   Total Student Learning Hours: 72.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
A course designed to teach students how to apply the principles of design, typography, color and animation to web animation projects using an industry-standard animation software (such as Macromedia Flash). Experience in web page development and web graphics software is recommended.

Prerequisites/Corequisites:
Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A)

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: A course designed to teach students how to apply the principles of design, typography, color and animation to web animation projects using an industry-standard animation software (such as Macromedia Flash). Experience in web page development and web graphics software is recommended. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A)

Recommended:
Limits on Enrollment:
Transfer Credit:
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:	
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
The student will be able to:
 Evaluate and critique animation design on the web.
 Plan and implement successful animation projects
 Apply the principles of animation and graphic design to web animation
   projects
 Apply technical animation production skills to web animation projects

Topics and Scope:

1. Overview of animation design on the world wide web
2. Advantages and disadvantages of web delivery
3. Overview of animation development software
4. Animation jargon
5. Animation planning: sketching, storyboarding and scripting
6. Animation theory and principles: timing, anticipation, staging,
   follow through and overlapping action, exaggeration, appeal, etc.
7. Graphic design principles for animation
8. Interactive design techniques
9. Applying film techniques to animation
10. Creating dynamic typography in web animation
11. Working with images and graphics
12. Integrating sound and animation
13. Color theory and issues
14. Animation production issues

Assignment:

1. Animated/interactive splash page for web site.
2. Animated/interactive online greeting card.
3. Animated presentation of an informational topic.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Quizzes, Exams, projects

Problem solving
10 - 30%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

projects

Skill Demonstrations
50 - 80%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, Completion

Exams
10 - 20%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:
Animation on the Web by Sean Wagstaff. Peachpit Press, 1999
ISBN: 0-201-69687-8