

COURSE SYLLABUS

DSN180: Animation I

Course Description

This course provides students with an opportunity to experience how the creative process is applied in the creation of dynamic, interactive animation. Foundational topics include project planning, timeline control, storyboarding, and digital narrative. Kinematics, integration of sound, and publishing files to the World Wide Web are also explored.

General Course Information

Number of Units/Weeks	4/10
#Hours Lecture/#Hours Laboratory/#Hours Homework	30/20/60
Prerequisite(s)	None
Co-requisites (s)	None
Course Developer(s)	Carolyn O'Barr, B.S.
Date Approved/Last Review	December 2010 / Jan 2015

Learning Outcomes

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

- Differentiate between various animation techniques
- Create symbols such as buttons and movie clips
- Develop workflow using a storyboard
- Produce an animation using various techniques
- Successfully prepare an animation for the web

Instructional Methods Employed in this Course

A number of instructional/learning methods are employed in this course, including the following:

- Lecture and Reading Assignments
- Hands-on Exercises and Labs
- Practical application of theory and skills in authentic Design Projects
- Build on prior knowledge and experience of students to enhance richness of class activities
- Research

Information Resources for this Course



Textbook

Ulrich, Kathleen. Flash Professional CS5. Peachpit Press. 2011.
ISBN 978-0-321-70446-7



Other Materials

Coleman College. The College Writer's Guide. San Diego: Coleman College, 2009.

Sketchbook



Web Site Readings

TBD

Table/Topics & Assignments

Types of Assignments:

Lecture -

Considered Lecture Hours

Classroom Discussion -

Considered Lecture Hours

In Class Critique -

Considered Lecture Hours

Delivering Oral Presentations -

Considered Lecture Hours

In Class (IC) Exercise -

Considered Lecture Hours

Reading -

Considered Homework (HW), work done outside of class

WebClass Lesson (non-online courses) -

Considered Homework (HW), work done outside of class

Lab Work -

Considered Lab Hours

Quiz, Midterm or Final -

Considered Lecture Hours

Week 1						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 1A	Introduction to Flash	1	--	--	0	
LEC 1B	Workspace	1	--	--	0	
LEC 1C	Drawing Tools	1	--	--	0	
LAB 1A	Background Scene	--	2	--	20	End of Lab
HW 1A	Begin Project 1. Evaluated in HW 3A	--	--	4.5	0	Beginning of Week 2
HW 1B	Book Work	--	--	1.5	10	Beginning of Week 2
HW 1C	WebClass	--	--	.25	10	Beginning of Week 2
Total Week 1		3	2	6.25	40	
Week 2						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 2A	Review & Critique Project 1	.5	--	--	0	
LEC 2B	Text in Flash	.5	--	--	0	
LEC 2C	Working w/Classic Text	.5	--	--	0	
LEC 2D	Working w/TLF	.5	--	--	0	
LEC 2E	Working w/Graphics	1	--	--	0	
LAB 2A	Add Text and a Graphic	--	2	--	30	End of Lab
HW 2A	Continue Project 1. Evaluated in HW 3A	--	--	4	0	Beginning of Week 3
HW 2B	Book Work	--	--	14.5	10	Beginning of Week 3
HW 2C	WebClass	--	--	.25	10	Beginning of Week 3
Total Week 2		3	2	18.75	50	
Week 3						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 3A	Review & Critique Project 1	1	--	--	--	
LEC 3B	Animation Concepts	1	--	--	--	
LEC 3C	Animating in Flash	1	--	--	--	
LAB 3A	Frame-by-frame & Tween	--	2	--	30	End of Lab
HW 3A	Finish Project 1	--	--	4	120	Beginning of Week 4

HW 3B	Book Work	--	--	8.25	10	Beginning of Week 4
HW 3C	Start Project 2. Evaluated in HW 6A	--	--	1	0	Beginning of Week 4
HW 3D	WebClass	--	--	.25	10	Beginning of Week 4
Total Week 3		3	2	13.5	170	
Week 4						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 4A	Review & Final Critique of Project 1	.75	--	--	--	
LEC 4B	Web Animation, Overall Process	.5	--	--	--	
LEC 4C	Digital	.75	--	--	--	
LEC 4D	Scripts & Storyboarding	1	--	--	--	
LAB 4A	Video Deconstruction	--	2	--	30	End of Lab
HW 4A	Continue Project 2. Evaluated in HW 6A	--	--	2.75	--	Beginning of Week 5
HW 4B	WebClass	--	--	--	--	Beginning of Week 5
Total Week 4		3	2	2.75	30	
Week 5						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 5A	Review & Critique of Project 2	.5	--	--	--	
LEC 5B	Library and Symbols	.5	--	--	--	
LEC 5C	Motion tweens & Motion Editor	.5	--	--	--	
LEC 5D	Inverse Kinematics	.5	--	--	--	
LAB 5A	4-state Button	--	1	--	30	End of Lab
LAB 5B	Complex Animation	--	1	--	30	End of Lab
HW 5A	Continue Project 2. Evaluated in HW 6A	--	--	5	--	Beginning of Week 6
HW 5B	Book Work	--	--	11	10	Beginning of Week 6
HW 5C	WebClass	--	--	--	--	Beginning of Week 6
Total Week 5		3	2	16	70	
Week 6						

Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 6A	Review & Critique of Project 2	.5	--	--	--	
LEC 6B	Sound & Video File Formats	.75	--	--	--	
LEC 6C	Importing & Editing Sound	1	--	--	--	
LEC 6D	Working with Video	.75	--	--	--	
LAB 6A	Adding Sound	--	2	--	30	End of Lab
HW 6A	Finish Project 2	--	--	4	150	Beginning of Week 7
HW 6B	Book Work	--	--	4.75	10	Beginning of Week 7
HW 6C	WebClass	--	--	--	0	Beginning of Week 7
Total Week 6		3	2	8.75	190	
Week 7						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 7A	Review & Final Critique of Project 2	1	--	--	--	
LEC 7B	Working with Scenes	1	--	--	--	
LEC 7C	Complex Animation Techniques	1	--	--	--	
LAB 7A	Nested Movie Clip	--	2	--	30	End of Lab
HW 7A	Start Project 3. Evaluated in HW 9A	--	--	5.25	--	Beginning of Week 8
HW 7B	Book Work	--	--	4.25	10	Beginning of Week 8
HW 7C	WebClass	--	--	--	--	Beginning of Week 8
Total Week 7		3	2	9.5	40	
Week 8						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 8A	Review & Critique of Project 3	.5	--	--	--	
LEC 8B	Button Design	.5	--	--	--	
LEC 8C	Code Snippets	.75	--	--	--	
LEC 8D	Basics of ActionScript 3.0	.75	--	--	--	
LEC 8E	Button ActionScript	.5	--	--	--	

LAB 8A	Button Symbol with Action Script	--	2	--	30	End of Lab
HW 8A	Continue Project 3. Evaluated in HW 9A	--	--	3.5	--	Beginning of Week 9
HW 8B	Book Work	--	--	8.75	10	Beginning of Week 9
HW 8C	WebClass	--	--	--	--	Beginning of Week 9
Total Week 8		3	2	12.25	40	
Week 9						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 9A	Review & Critique of Project 3	.25	--	--	--	
LEC 9B	Final Review	.5	--	--	--	
LEC 9C	Optimizing fla Files for swf	.5	--	--	--	
LEC 9D	Customized Optimizing	.5	--	--	--	
LEC 9E	Publishing Flash Documents	.75	--	--	--	
LEC 9F	Bandwidth Profiler	.5	--	--	--	
LAB 9A	Optimize	--	2	--	30	End of Lab
HW 9A	Finish Project 3	--	--	2	200	Beginning of Week 10
HW 9B	Book Work	--	--	3.5	10	Beginning of Week 10
HW 9C	WebClass	--	--	--	--	Beginning of Week 10
HW 9D	Visual Aids. Evaluated in LAB 10A	--	--	1	--	Beginning of Week 10
Total Week 9		3	2	6.5	240	
Week 10						
Type	Topic/Description	LEC Hours	LAB Hours	HW Hours	Point Value	Due
LEC 10A	Review & Final Critique	2	--	--	--	
EXAM 10A	Final Exam	.5	--	--	100	
LAB 10A	Presentation	--	2	--	20	End of Lab
Total Week 10		3	2	0	120	

Course Hours Summary

Week	Topic	LEC Hours	LAB Hours	HW Hours
1	Intro to Adobe Flash; Workspace and Drawing Tools	3	2	6.25
2	Working with Text and Imported Graphics	3	2	18.75
3	Animation Concepts & Beginning Animation Techniques	3	2	13.5
4	Digital Storytelling, Storyboards and Scripts	3	2	2.75
5	The Library, Creating Symbols, Motion Tweens	3	2	16
6	Working with Sound and Video	3	2	8.75
7	Using Scenes, Complex animations	3	2	9.5
8	Design a Button, Code Snippets, ActionScript 3.0 Basics	3	2	12.25
9	Analyze a project for appropriate file output	3	2	6.5
10	Presentations, Final exam	3	2	0
Total		30	20	94.25

Table/Point Breakdown

Week	Assignment	Possible Points	Percent of Grade
1	LAB1A: Background Scene	30	3%
	HW 1B: Book Work	10	1%
	HW 1C: WebClass	10	1%
2	LAB2A: Add Text and a Graphic	30	3%
	HW 2B: Book Work	10	1%
	HW 2C: WebClass	10	1%
3	LAB3A: Frame-by-frame & Tween	30	3%
	HW 3A: Finish Project 1	120	12%
	HW 3B: Book Work	10	1%
	HW 3D: WebClass	10	1%
4	LAB4A: Video Deconstruction	30	3%
5	LAB5A: 4-state Button	30	3%
	LAB5B: Complex Animation	30	3%
	HW 5B: Book Work	10	1%
6	LAB6A: Adding Sound	30	3%
	HW 6A: Finish Project 2	150	15%
	HW 6B: Book Work	10	1%
7	LAB7A: Nested Movie Clip	30	3%
	HW 7B: Book Work	10	1%
8	LAB8A: Button Symbol with Action Script	30	3%

	HW 8B: Book Work	10	1%
9	LAB9A: Optimize	30	3%
	HW 9A: Finish Project 3	200	20%
	HW 9B: Book Work	10	1%
10	LAB10A: Presentation	20	2%
Subtotal		900	90%
	Final 10A: FINAL EXAM	100	10%
Total		1000	100%

Your Grades for this Course

Your final grade for this course will be based on an assessment by the Instructor of your performance on a number of course activities, which may include objective tests, classroom exercises, laboratory demonstrations, project papers, or other types of activities. The chart below indicates in what activities you will engage, how many possible points can be earned for each activity, and the percentage of your final grade that will be accounted for by each activity.

Students in this course should be graded following Coleman University assessment practices and policies. A point system is used in the University to indicate student performance on various required activities or projects. For this course, it is recommended that points be distributed as follows:

Coleman University Grade Assignment Policy:

Percent	Letter Grade	Grade Points
94-100	A	4
90-93	A-	3.67
87-89	B+	3.33
84-86	B	3
80-83	B-	2.67
77-79	C+	2.33
74-76	C	2
70-73	C-	1.67
67-69	D+	1.33
64-66	D	1
60-63	D-	0.67
N/A	INC	0
N/A	W	0
60 or above	CR	0

59 or below	NC	0
N/A	I	0
N/A	W	0
N/A	AU	0
N/A	TR	0
N/A	WV	0

Legend	
CR = Credit	NC = No Credit
I = Incomplete	W = Course Withdrawal
AU = Audit	TR = Transfer Credit
WV = Waiver	

Academic Accommodation / Adjustment Policy:

In accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), Coleman University offers accommodations to students with documented physical, psychological, and/or cognitive disabilities. Coleman University will adhere to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to offer equal educational opportunities to qualified disabled individuals.

To qualify for an academic accommodation under ADA, the student must provide adequate documentation of a disability. Students seeking academic accommodations should contact the campus ADA Coordinator at 858-966-3953 or via email at ada@coleman.edu. The ADA Coordinator will review the documentation provided and verify ADA coverage. Students covered under ADA must meet with the ADA Coordinator at the beginning of every term to determine the appropriate academic accommodations. Failing to meet with the ADA Coordinator at the beginning of every term may impact the availability of accommodations.

After the academic accommodations have been determined, the students' instructors will be notified by the ADA Coordinator. If any problems or concerns regarding the provision of accommodations occur, the student must inform the ADA Coordinator. If the student feels accommodation is not being made appropriately, the student may follow the published Student Grievance Procedures.