

I. COURSE INFORMATION

- A. Production Media 200 Web and Motion Graphics
- B. 3 credit hours
- C. Chun, Russell. *Adobe Animate CC Classroom in a Book (2018)*. California: Adobe Press/Pearson, 2018
- D. Prerequisites: None

II. COURSE DESCRIPTION

This course focuses on the production of vector graphics, animation, and interactive multimedia in Shockwave-Flash format for web pages and other digital media. Flash CS3 Professional users will learn to import bitmaps, sounds, and video to make Flash projects more engaging. Features in Flash CS3, including the more advanced drawing tools, ActionScript debugger, QuickTime exports, and the stand-alone video encoder will be covered.

III. LEARNING OUTCOMES

- A. Understand instructional design models and how to implement Flash in the process
- B. Implement Flash for advanced web design animations
- C. Design a 2D and 3D animation
- D. Create an advanced animation using Flash
- E. Create and implement Shape Tweening in advanced animations
- F. Create symbols and instances for animations and game design
- G. Develop filters and blend modes for final project demonstrations
- H. Develop motion tweening and timeline effects for advanced designs
- I. Work with Bitmaps to compress final projects
- J. Design, create and implement buttons for animations
- K. Create and insert movie clips into final projects
- L. Programming with ActionScript to create advanced web design elements
- M. Creating, modifying, and formatting text
- N. Creating, importing, modifying, and controlling sound and sound effects

IV. MAJOR CONTENT AREAS

- A. Computer program familiarity
- B. Tool and function usage
- C. Create, enhance, and transform images

V. ASSIGNMENTS (may include but not limited to)

- A. Readings
- B. Project assignments
- C. Project presentations
- D. Discussions

VI. EVALUATION METHODS (may include but not limited to)

- A. Application projects
- B. Exams
- C. Assignments
- D. Attendance and participation