

Coffeyville Community College

**COMP-296-01
COURSE SYLLABUS**

FOR

***Web Animation
Fall 2019
Traditional***

**Instructor:
*Mrs. Darla Thornburg***

COURSE NUMBER:	COMP-296-01
FORMAT:	16 Week, Traditional (Face-to-Face)
COURSE TITLE:	Web Animation
CREDIT HOURS:	Three (3)
TIME/DAYS:	10:00 - 10:50 Monday, Wednesday, Friday
INSTRUCTOR:	Mrs. Darla Thornburg
OFFICE LOCATION:	Office 111, Weinberg Hall
OFFICE HOURS:	Posted outside office door or call/e-mail for an appointment.
OFFICE PHONE:	620.251.7700, ext. 2122
E-MAIL:	darlat@coffeyville.edu (preferred)
LAST DAY TO WITHDRAW:	Full Semester Course: November 1 st , 2019
PREREQUISITE(S):	None
REQUIRED TEXT:	<u>Textbook information to be given at a later date.</u>
COURSE DESCRIPTION:	This course will teach students how to use a multimedia authoring and computer animation program to create dynamic, compelling, and highly interactive Web content. Students will use the animation program as a drawing tool, an animation environment, a programming language and a Web authoring package.
EXPECTED LEARNER OUTCOMES:	Upon successful completion of this course the student will be able to: <ol style="list-style-type: none"> 1. Use the software workspace. (PO 1-3) 2. Explore drawing tools and objects. (PO 1-3) 3. Work with symbols, the library and interactivity. (PO 1-3) 4. Create Animations. (PO 1-3) 5. Optimize and publish movies. (PO 1-3) 6. Create buttons and use media. (PO 1-3) 7. Work with ActionScript. (PO 1-3)

ASSESSMENT OF OUTCOMES:

Evaluation:

The grading scale for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by total points earned plus/minus an attendance adjustment.

Student Success and Accommodation Statement:

The **Student Success Center (SSC)** provides free academic support services to all Coffeyville Community College students. SSC is designed to promote and support academic growth and success for all three CCC campuses. The center is committed to offering a wide range of academic services, including one-on-one assistance from a student tutor. Students who are in need of academic accommodations should contact the Student Success Center. Weekday hours are typically 8 a.m. to 5 p.m.

Student Success Center Hours *during the Academic Fall and Spring Semesters* are Monday through Thursday from 8 a.m. till 10 p.m. and Friday 8 a.m. till 5 p.m.

Instructional support for technical education programs/courses are provided by the Learning Lab Coordinators at the respective technical campus location. Learning Labs are available for student use Monday through Friday from 8:00 a.m. till 3:30 p.m.

Academic Honesty

Coffeyville Community College expects students to display the highest level of academic and personal integrity. Academic honesty is an expectation in each and every classroom and in all course work. In addition, most instructors list specific policies regarding cheating and plagiarism in their course syllabus. Students can expect disciplinary action for failing to maintain a standard of honesty. Violations will be filed in the Vice President for Academic Services Office.

Each student is expected to do his or her own work. Any student who is suspected of borrowing another student's work, doing another student's work, or giving a student his/her work will be dropped from the class or receive an F.

Absolutely no tolerance!

Attendance

Students are expected to attend all classes. Regular class attendance is necessary for maximum success in college. It is the responsibility of students to make definite arrangements for all work before going on field trips or other College-sponsored trips. School-sponsored activities will be counted as excused absences provided students complete all necessary assignments as designated by the instructors and the activity sponsors notify the instructors at least three (3) days prior to the day(s) the students will be absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, convocations and other College-sponsored events as approved by the Vice President for Academic Services. A student may be withdrawn from any class for excessive absences or non-participation.

Students are expected to attend all classes. Regular class attendance is necessary for maximum success in college. **If you are not present when attendance is taken, you will be counted absent for the day.**

It is the responsibility of the **student**, not the coach/sponsor, to make definite arrangements with the instructor for makeup work **before** going on college-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If **you** do not inform your instructor of your absence **before** you leave, then you will be counted absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, and other college-sponsored events as approved by the Vice President for Learning.

The following scale will be used to determine your attendance adjustment for your final grade:

Monday, Wednesday, Friday Classes		
Number of Absences	Minutes Missed	Percent Adjustment
0	0 min	+5%
1	50 min	+3%
2	100 min	+2%
3	150 min	+1%
4	200 min	-1%
5	250 min	-3%
6	300 min	-6%
7 or more	350 min	Must withdrawal from class or if past drop date -10%

Any student who has seven unexcused absences must drop the class for excessive absences and non-participation in the class. It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you.

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. **The use of an electronic device is disruptive, and is therefore prohibited during class.**

This syllabus is subject to revision with notification to the student.

COURSE ASSESSMENT AND LEARNING ACTIVITIES SCHEDULE:

Web Animation

USE THE WORKSPACE (PO 1-3)

1. Understand the software workspace.
2. Open a document and play a movie.
3. Create and save a movie.
4. Work with the Timeline.
5. Add layers and elements.
6. Distribute a movie

EXPLORE DRAWING TOOLS AND OBJECTS (PO 1-3)

7. Understand vector and bitmap graphics.
8. Create a new document.
9. Set tool options, create shapes, and apply colors.
10. Reshape and modify objects.
11. Copy and transform objects.
12. Use the design panels.
13. Create and modify text.

WORK WITH SYMNBOLS, LIBRARY AND INTERACTIVITY (PO 1-3)

14. Utilize symbols, instances, and the Library panel.
15. Create and edit symbols.
16. Add and edit instances.

CREATE ANIMATIONS (PO 1-3)

17. Use frames.
18. Create motion tween animations
19. Create and copy a motion path.
20. Using easing
21. Create and animate nested symbols.
22. Create frame-by-frame animations.
23. Create a shape tween.
24. Use shape hints.
25. Create a mask.

OPTIMIZE AND PUBLISH MOVIES (PO 1-3)

26. Optimize a movie.
27. Explore publish settings.
28. Publish a Movie for the Web.
29. Create and export a publish profile.
30. Create a projector file.
31. Exporting image files.

CREATE BUTTONS AND USE MEDIA (PO 1-3)

32. Create a button symbol.
33. Edit button states
34. Add text to a button.
35. Add sound to a button.
36. Add video to a movie.

WORK WITH ACTIONSCRIPT (PO 1-3)

37. Add a stop action to a movie.
38. Add a play action to a button.
39. Copy and modify code.
40. Test code.
41. Open a website with a button.

ADD SOUND AND VIDEO (PO 1-3)

42. Work with sound.
43. Specify synchronization options.
44. Modify sounds.
45. Use ActionScript with sound.
46. Work with video.

Learning Activities Schedule:

- This course follows strict deadlines.
- Work ahead to avoid unforeseen conflicts.
- NO EXTENSIONS WILL BE GIVEN.
- All times are CST (Central Standard Time)

Week 1

Course Information/Maintenance	<ol style="list-style-type: none">1. Login2. Syllabus3. Attendance Policy4. Acceptable Use Policy5. Lab Rules6. Questionnaire7. Introduction8. E-mail Setup9. E-mail Assignment #110. Copy Data Files11. Review Moodle12. Setup Taskbar Applications
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Week 2

Animate Environment	<ol style="list-style-type: none">1. Explore Animate Environment2. Complete Animate Environment Handout3. Explore the Animate Drawing Tools
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Week 3

Animate Drawing Tools	<ol style="list-style-type: none">1. Lecture2. Draw cartoon character as class– Assignment: Guy3. Add facial expressions to multiple guy characters using layers. Assignment: Guy expressions4. Assignment: Grumpy
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Week 4

Animate Drawing Tools	<ol style="list-style-type: none">1. Assignment: Runner2. Assignment: Car3. Assignment: Cartoon Character (Student Choice – must be approved)
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Week 5

Animate Drawing Tools	<ol style="list-style-type: none">1. Assignment: Frog with layers2. Assignment: City Scene with Layers
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Week 6

Animate Drawing Tools	<ol style="list-style-type: none">1. Assignment: Desk with layers (Detailed)2. Assignment: Red Raven
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Week 7

Frame-by-Frame Animations	<ol style="list-style-type: none">1. Frame-by-Frame Lecture2. Shortcuts3. Assignment: Writing4. Assignment: Car5. Assignment: Slope6. Assignment: Reverse7. Assignment: Countdown
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Week 8

Frame-by-Frame Animations	<ol style="list-style-type: none"> 1. Frame-by-Frame Lecture: Marilyn 2. Banana Assignment
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Week 9

Motion Tween Animations	<ol style="list-style-type: none"> 1. Assignment: Motion 1 2. Assignment: Motion 2 3. Assignment: Recycle 4. Assignment: Motion 4 5. Assignment: Car
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Week 10

Motion Tween Animations	<ol style="list-style-type: none"> 1. Assignment: Pool 2. Assignment: OYO (Own Your Own)
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Week 11

Animated Text Animations Motion Guide Animations	<ol style="list-style-type: none"> 1. Assignment: Animated Text 1 2. Assignment: Animated Text 2 (Flash text) 3. Motion Guide Lecture
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Week 12

Motion Guide Animations Shape Tween Animation	<ol style="list-style-type: none"> 1. Assignment: Basketball 2. Assignment: Boat 3. Assignment: Ant 4. Assignment: Frog 5. Shape Tween Lecture
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Week 13

Shape Tween Animations Mask Animation	<ol style="list-style-type: none"> 1. Assignment: ST Countdown 2. Assignment: Ravens/Gradient 3. Mask Animation Lecture 4. Assignment: Mask Legend 5. Assignment: Campus 6. Assignment: Blue Skies
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Week 14

Buttons/ActionScript	<ol style="list-style-type: none"> 1. Buttons Lecture 2. Assignment: Interactive Buttons
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Week 15

FINAL PROJECT	1. Final Project
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Week 16

FINAL PROJECT	1. Final Project
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OTHER IMPORTANT INFORMATION:

Last Day To Withdraw:

**1st 8 week courses: September 25th
Full semester courses: November 1st
2nd 8 week courses: November 22nd**

Fall 2019 Main Campus Final Schedule

REGULAR CLASS TIME	FINAL EXAM DATE & TIME
8:00 AM MWF	8:00 – 9:40 Tuesday, 12/10
9:00 AM MWF	10:00 – 11:40 Wednesday, 12/11
10:00 AM MWF	10:00 – 11:40 Monday, 12/9
11:00 AM MWF	12:00 – 1:40 Tuesday 12/10
12:00 PM MWF	12:00 – 1:40 Wednesday, 12/11
1:00 PM MWF	2:00 – 3:40 Monday, 12/9
2:00 PM MWF	2:00 – 3:40 Tuesday, 12/10
3:00 PM MWF	4:00 – 5:40 Wednesday, 12/11
7:30 AM TR	8:00 – 9:40 Wednesday, 12/11
9:00 AM TR	8:00 – 9:40 Monday 12/9
10:30 AM TR	10:00 – 11:40 Tuesday, 12/10
12:00 PM TR	2:00 – 3:40 Wednesday, 12/11
1:30 PM TR	12:00 – 1:40 Monday, 12/9
3:00 PM TR	4:00 – 5:40 Tuesday, 12/10

FINALS FOR TECHNICAL PROGRAM CLASSES, EVENING CLASSES AND ONE CREDIT HOUR COURSES ARE ON THE LAST SCHEDULED DAY OF CLASS. ALL OTHER CLASSES WILL SCHEDULE FINAL EXAMS BY ARRANGEMENT.