

CATALOG INFORMATION

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Dept & Nbr: CSC 137 Title: WEB PAGE ANIMATION  
Full Title: Web Page Animation and Authoring

Units	Course Hours	Per Week	Nbr of Weeks	Course Hours	Total
Max: 3.0	Lecture	2.5	17	Lecture	42.5
Min: 3.0	Lab	1.5		Lab	25.5
	Contact DHR	0.0		Contact DHR	0.0
	Contact Total	4.0		Contact Total	68.0
	Non-contact DHR	0.0		Non-contact DHR	0.0

Title 5 Category: 01 AA Degree Applic  
Grading: GC Credit course for grade or CR/NC  
Repeatability: 01 2 ENROLLMENTS  
Also listed as:

CATALOG DESCRIPTION:

Take web sites to the next level with streaming, vector-based animation and sound. Create highly interactive and responsive multimedia presentations using state-of-the-art animation technology and scripting languages.

PREREQUISITES:

COREQUISITES:

RECOMMENDED PREPARATION:

CSC 130 and ART 181

LIMITS ON ENROLLMENT:

SCHEDULE OF CLASSES INFORMATION:

Recommended: CSC 130 and ART 181

Take web sites to the next level with streaming, vector-based animation and sound. Create highly interactive and responsive multimedia presentations using state-of-the-art animation technology and scripting languages. (Grade or CR/NC) (Repeat Code 1)

Transfer Credit: CSU.

ARTICULATION and CERTIFICATE INFORMATION

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ASSOCIATE DEGREE:	Effective:	Inactive:
Area:		
CSU GE:	Effective:	Inactive:
Transfer area:		
IGETC:	Effective:	Inactive:
Transfer area:		
CSU TRANSFER: TRANSFERABLE	Effective: FALL 1981	Inactive:

UC TRANSFER:

Effective:

Inactive:

CAN:

CERTIFICATE APPLICABLE: N NOT CERTIFICATE/MAJOR APPLICABLE

APPROVAL AND DATES

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Version 03 Submitted by: JON DEGALLIER Date: 03/01/2004  
Department approved: Date:  
Curriculum approved: 06/01/1981 Version approved: 02/20/2004  
Prerequisites approved: 06/01/1981 Last reviewed: 02/20/2004  
Term effective: FALL 2004 Last taught: SPRING 2008 Inactive:

COURSE CONTENT

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OUTCOME AND OBJECTIVES:

1. Describe tools and resources used to create multimedia content on the web.
2. Understand animation and digital movie technology.
3. Create and manipulate raster, 3-D, and vector-based graphics to be assembled in an animation engine.
4. Control playback of digital sound in sync with web movies.
5. Interact movie clips to user or database input with scripting languages

TOPICS AND SCOPE:

1. Mastering multimedia animation tools for the web.
2. Apply raster, 3D, and vector graphics concepts to animation techniques.
3. Use of digital sound to enhance web presentations.
4. Interactivity between movies and internet servers via script languages.

ASSIGNMENTS:

READING ASSIGNMENTS:

Students will be required to read and study handouts, textbooks and reference materials.

WRITING ASSIGNMENTS:

Substantial writing is inappropriate because the course primarily involves the application of skills learned in the course. Students will be required to write scripts or macros, utilizing the tools presented in class.

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of two hours of independent work out of class for each unit of lecture credit by doing the following:

1. Skill practice in use of the computer as presented in class.
2. Reading assignments as indicated on course syllabus.
3. Completion of problem solving activities or exercises as assigned on the syllabus.

ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING:

Projects will include scripting routines and movie editing features requiring individual and group effort. This process requires analysis evaluation and problem solving while applying the techniques studied in class.

METHOD OF INSTRUCTION:

Lectures, skill demonstrations, group activities, handouts, reading assignments, and/or class discussions.  
The content of this course may also be delivered using some form or forms of distance technology such as television, videotape, audiotape or the

internet. For telecourses, no less than 11 hours of personal contact between instructor and students shall be included through group or individual meetings, orientation and review sessions supplemental seminars or study sessions, field trips, library workshops, or other in-person activities.

For online courses, instructor/student contact may take place in a face-to-face setting and/or through email or other electronic means. Students may interact with each other through in-person study groups, electronic message boards, or other means.

**METHODS OF EVALUATION:**

1. Quizzes/Tests/In-class evaluations (approximately 15-50%) 2. Homework assignments (approximately 15-50%) 3. Comprehensive final exam (approximately 15-50%)

**BASIS FOR GRADING:**

The assignment of a grade is based on the level of achievement of the outcomes and objectives of the course outline and is reflected in quantifiable terms in the course syllabus.

**REPRESENTATIVE TEXTBOOKS:**

A textbook similar to Flash 4 Bible by Reinhardt and Lentz