DART G180: 2D & 3D MOTION GRAPHICS FOR WEB AND USER INTERFACE

Item	Value
Curriculum Committee Approval Date	11/16/2021
Top Code	061440 - Animation
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

Formerly: Introduction To Web Animation. This course is an introduction to the software and tools used to create expressive animation and interactive content that can be viewed on any device. Students will learn how to develop and publish interactive content to multiple platforms, including Apple iOS, Google Android, Windows, MAC OS desktop, HTML5, WebGL, or Animated SVG. ADVISORY: DART G178. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Course Outcomes
2. Construct a dynamic interactive website.
3. Explain how to optimize graphic and dynamic website content for faster download.
4. Identify site usability and interaction.
5. Apply interactivity to static HTML website.

Course Objectives

- 1. Create motion graphics presentations using industry-standard tools.
- 2. Communicate messages through motion graphics design.
- 3. Distinguish and manage a variety of common media file types.
- 4. Create multi-planar environments using 3D principles.
- 5. Create animated movies from still and video assets.

Lecture Content

Philosophy Purpose and understanding of concept Strategies of design Strategies of color usage Adobe Animate Interface The user window Panels: creating and changing sets Layers: manipulating and organizing Animation Frames Frame rate Key frames Motion tweening concepts Shape tweening concepts Symbols Symbol instance Buttons Movie clips Sound Importing Compression Adding to buttons and movies Putting it all together Scenes Load movie action Movie layout and flow Introduction to ActionScripting Publishing your movie Publishing to .swf Publishing to an iOS device Publishing to an Android device Publishing to a website Publishing to a projector

Lab Content

Interface Design Designing basic interfaces for websites Accessing information and dealing with access issues Designing links and navigation pathways Organizing information Chunking information Establishing hierarchy Establishing relationships Site Design Site organization Determine site elements Incorporate Internet design factors Web Graphics Manipulate color display Consider different graphic file formats Optimize graphics Web Multimedia and Animation Design and build audio-visual elements Incorporate digital video Incorporate digital audio

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Learning/teaching strategies will include lecture, demonstration, text readings, exercises, practice, and tutorial instruction. Students will also view supplemental demonstrations via video tutorials.

Reading Assignments

Course textbook Selected material and tutorials from Adobe Handouts Internet articles Industry magazine articles

Writing Assignments

Write a critique of existing examples of Web motion graphics

Out-of-class Assignments

Research case studies Collect digital assets to be used in assignments

Demonstration of Critical Thinking

The student will optimize graphics and sound to meet downloading file size standards. The student will demonstrate critical thinking by developing content information that best communicates their message. The student will apply design principles that guide the user with animation, sound and clear navigation. Evaluate designs of other students by participating in oral discussions and critique of projects.

Required Writing, Problem Solving, Skills Demonstration

Analyze short animations. Demonstrate design skills by creating short animations. Demonstrate animation integration by building and developing a web site or Adobe Animate CC projector.

Eligible Disciplines

Graphic arts (desktop publishing): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience. Multimedia: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Chun, R. Adobe Animate Classroom in a Book, 1st ed. Adobe Press, 2021

Other Resources

1. Instructor prepared materials