

CIST 1540 - Web Animation I (version 201003L)

Course Title Course Development Learning Support

Web Animation I Standard No

Course Description

In this course, students will use scripting and the latest in industry standard or open source software to cover the creation and manipulation of images and animations. Topics include graphic types, organizational methods, drawing tools, beginning to complex object modeling and an introduction to scripting.

Pre-requisites

Pre-requisites: All Required

Program Admission

Co-requisites

Co-requisites: None

Course Length

	Minutes	Contact Hour	Semester Credit	WLU
Lecture:	1500	30		
Lab 2:	1500	30		
Lab 3:	0	0		
Total:	3000	60	3	
Semester Credit Hours:			3	105
Breakout Detail of Lab 3				
Practicum/Internship	0	0		
Clinical	0	0		

Competencies & Outcomes

Order	Description	Lecture	Lab 2	Lab 3	Total Min	Credit Hrs	Pract Intern	Clinical
1	Examine Graphic Types	100	0	0	100	0	0	0
Order	Description						Learning Domain	Level of Learning
1	Describe current 2D and 3D digital image tools and identify 2D and 3D digital image file types. Import and export various graphic types.						Cognitive	Comprehension
2	Utilize Drawing and Painting tools and Organizational Methods.	300	300	0	600	0	0	0
Order	Description						Learning Domain	Level of Learning
1	Construct Explore the user interface and manipulate, to change and save workspaces. Utilize drawing tools such as shape, pen, paint bucket and gradient tools. Apply principles of folders or methods of organization.						Psychomotor	Complex Response
3	Create and Animate Objects	300	400	0	700	0	0	0
Order	Description						Learning	Level of

						Domain	Learning
1	Construct	Create, transform and edit objects, understand and apply key framing, animation constraints and animation cycling, understand and apply different types of animation to objects, and understand and apply the use of symbols, instances, assets and library items.				Psychomotor	Complex Response

4 **Model Complex Animations** 400 400 0 800 0 0 0

Order	Description	Learning Domain	Level of Learning
1	Construct Apply text and textual effects to objects, create complex masks, understand and utilize movie clips, buttons and movie controls, import and edit sound files, apply synchronizing techniques and define and apply video and audio export settings.	Psychomotor	Complex Response

5 **Examine and Implement Basic Scripting** 400 400 0 800 0 0 0

Order	Description	Learning Domain	Level of Learning
1	Demonstrate Understand and use variables, simple functions, simple conditional statements, create a pre-loader and use debugging tools and comment coding.	Psychomotor	Guided Response

	Lecture	Lab 2	Lab 3	Total Min	Cred Hrs	Pract Intern	Clinical
Competency Totals:	1500	1500	0	3000	3	0	0