

CIST 2541 - Web Animation II (version 201003L)

Course Title Course Development Learning Support

Web Animation II Standard No

Course Description

In this continuation of Web Animation I, students build on their basic scripting knowledge to incorporate advanced scripting techniques in an animated project. They will also explore how to create realistic graphics using inverse kinematics, how to create and edit advanced tweens and how to incorporate various media types into a Web based animation or movie. The course concludes with the completion of a Web animation project.

Pre-requisites

Pre-requisites: All Required

CIST 1540 - Web Animation I (201003L)

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	Advanced Vector Graphic Animation Techniques	200	200	0	400	0	0	0
Order	Description					Learning Domain	Level of Learning	
1	Demonstrate the ability to create and edit advanced tweens, and create realistic animation using inverse kinematics.					Psychomotor	Guided Response	
2	Scripting Fundamentals	300	300	0	600	0	0	0
Order	Description					Learning Domain	Level of Learning	
1	Demonstrate the ability to understand, create and utilize objects, properties, actions, methods and functions and create functional input forms.					Psychomotor	Guided Response	
3	Advanced Scripting Techniques	300	300	0	600	0	0	0

Order	Description	Learning Domain	Level of Learning
1	Demonstrate the ability to implement advanced scripting techniques in a web project.	Psychomotor	Guided Response

4 **Other Media Formats** 300 300 0 600 0 0 0

Order	Description	Learning Domain	Level of Learning
1	Demonstrate the ability to incorporate media formats other than those used by the chosen software package in a Web project.	Psychomotor	Guided Response

5 **Optimizing and Publishing Flash Movies** 400 400 0 800 0 0 0

Order	Description	Learning Domain	Level of Learning
1	Demonstrate the ability to optimize and publish an animation/movie on the Internet.	Psychomotor	Guided Response

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