1. **COURSE ID:** DGME 165  
**TITLE:** Digital Animation  
**Units:** 3.0 units  
**Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours  
**Method of Grading:** Grade Option (Letter Grade or P/NP)  
**Recommended Preparation:**  
Eligibility for ENGL 838 or ENGL 848  
DGME 211 or equivalent

2. **COURSE DESIGNATION:**  
Degree Credit  
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**  
**Catalog Description:**  
A project-based course in which both traditional and digital animation techniques such as storyboarding and frame-by-frame animation are explored through the use of Adobe CC Flash® as a medium for the development of creative computer-based animations. Other topics included in this course deal with the implementation of successful graphic user interface solutions for web design and stand-alone applications using the scripting capabilities of the software. Some familiarity with Adobe Illustrator is presumed.  
Software: Adobe Creative Cloud®

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
Upon successful completion of this course, a student will meet the following outcomes:  
1. Identify and demonstrate vector and raster graphics and the advantages of each.  
2. Demonstrate non-linear artistic presentations through the integration of basic programming (Actionscript) into Flash movies.  
3. Demonstrate Flash's "tween" feature to minimize animation production time.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
Upon successful completion of this course, a student will be able to:  
1. Identify and apply traditional animation principles and techniques.  
2. Demonstrate the concept of a time line and cell by cell animations.  
3. Identify the interface elements for animation.  
4. Demonstrate the ability to create simple to moderately complex animations.  
5. Demonstrate the ability of symbols and nested animations.  
6. Identify and demonstrate functional Graphic User Interfaces to use in web design.  
7. Apply the concept of interactivity to basic animation applications.  
8. Apply different animation systems and special effects.  
9. Identify and apply the basic concepts of ActionScript.  
10. Design, plan and produce medium-sized projects commonly requested by clients.

6. **COURSE CONTENT:**  
**Lecture Content:**  
1. History of digital and online animation  
2. The concept of a timeline and its use in creating animation  
3. Basic image and asset creation using vector graphics  
4. Frame by frame animation and tweening  
5. Elements and structures used to create vector animation in Flash  
6. Incorporating vector animation into HTML documents  
7. The need for web compression and preloaders and how to create them  
8. Buttons and other interactive online control paradigms  
9. Interactive Graphic User Interface design for the web  
10. Alpha transparencies and other special effects  
11. Introduction to ActionScript coding and controlling online vector animation  
12. Importing and integrating raster graphics into animation and movies  
13. Integration and workflow with other software
7. REPRESENTATIVE METHODS OF INSTRUCTION:
   Typical methods of instruction may include:
   A. Lecture
   B. Lab
   C. Activity
   D. Critique
   E. Discussion
   F. Observation and Demonstration
   G. Other (Specify): A. Lecture/Discussion: Encompassing in-class demonstration and explanations on course
topics.
   B. Lab: Students will demonstrate examples of course topics on lab computers
   C. Reading Assignments: Students will be given reading assignments to become familiar with the material
   presented corresponding lecture, lab, quiz, mid-term, or final.
   D. Project Assignments: Student will be given project assignments to demonstrate their knowledge of the
software and theory of concepts

8. REPRESENTATIVE ASSIGNMENTS
   Representative assignments in this course may include, but are not limited to the following:
   Writing Assignments:
   ● Weekly Forums
   ● Weekly Summaries/Assignments
   ● Reflection Assignments
   ● Midterm
   ● Final Exam
   Reading Assignments:
   ● Text Book - Required to read weekly chapters
   ● Online Resources
   ● Instructor Provided Resources
   Other Outside Assignments:
   ● Homework Assignments

9. REPRESENTATIVE METHODS OF EVALUATION
   Representative methods of evaluation may include:
   A. Class Work
   B. Exams/Tests
   C. Group Projects
   D. Homework
   E. Lab Activities
   F. Oral Presentation
   G. Papers
   H. Portfolios
   I. Projects
   J. Quizzes
   K. Written examination
   L. Projects: Student will be assigned projects to execute to specifications. Students will be graded on
   performance of these projects.
   Quizzes/Mid-Term/Final Exam: Students will be tested on their retention of important principles
   In-class Demonstrations: Students will be asked to make presentations and demonstrate course topics

10. REPRESENTATIVE TEXT(S):
    Possible textbooks include:
    B. Krug, Steve. Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability, 3rd Edition
    ed. Voices Matter, 2014

Origination Date: February 2016
Curriculum Committee Approval Date: February 2017
Effective Term: Fall 2017
Course Originator: Diana Bennett