

LABETTE COMMUNITY COLLEGE BRIEF SYLLABUS

SPECIAL NOTE:

This brief syllabus is not intended to be a legal contract. A full syllabus will be distributed to students at the first class session.

TEXT AND SUPPLEMENTARY MATERIALS USED IN THE COURSE (if any):

Please check with the LCC bookstore <http://www.labette.edu/bookstore> for the required texts for this class.

COURSE NUMBER:

GRAP 128

COURSE TITLE:

DIGITAL ANIMATION

SEMESTER CREDIT HOURS:

3

DEPARTMENT:

Graphic Design

DIVISION:

Career Technical Education

PREREQUISITE:

None

COURSE DESCRIPTION:

An introductory level course in computer graphics animation. Creating moving images for Internet and multi-media applications will be featured.

COURSE OUTCOMES AND COMPETENCIES:

Students who successfully complete this class will be able to:

1. Apply the basics of creating moving images designed on a computer.

- Use the basics of frames and overlapping still images to give the illusion of movement.
- Control the speed of movement by applying correct distances, blurs and frame count.

2. Translate a storyboard to digital animation.

- Develop a storyboard telling a sequential story.
- Translate the storyboard content to digital animation.

3. Employ the elements and principles of design in two-dimensional computer renderings.

- Recognize and explain the use of unity, balance and emphasis, in group critique setting, of a 2-dimensional, flat color application series of drawings.

4. Produce appropriate file formats for animated images delivered via Internet & other multi-media applications.

- Check finished projects for functionality and proper file formats.
- Recognize errors in test projects and projects produced by others.

5. Design and produce interactive animation by way of interface design

- Design an interactive interface suitable for use on the Internet or other digital media
- Produce that design, focusing on Flash software.