

Minnesota State College Southeast

COMC 1746: Web Graphics and Animation

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 2

Lab Hours/Week: 2

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

This course introduces web animation concepts including: animation technologies (animated gifs, Flash, Silverlight, HTML5 Canvas, scripting), vector graphics, transformations, storyboards, keyframes, motion paths, triggers, and user interaction. (3 credits: 2 lecture/1 lab)

B. COURSE EFFECTIVE DATES: 04/01/2010 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Describe and differentiate web animation technologies
2. Describe bitmap graphic concepts
3. Describe vector graphic concepts
4. Perform bitmap graphic cropping and scaling
5. Perform bitmap graphic color modification
6. Perform bitmap graphic editing and compositing
7. Use bitmap graphic gradients
8. Use bitmap graphic transparency techniques
9. Create animated gifs
10. Use vector graphic drawing tools
11. Use vector graphic shape tools
12. Use vector graphic selection tools
13. Perform vector graphic shape modification
14. Use vector graphic brush and pen tools
15. Perform vector graphic object transformations
16. Describe animation keyframe concepts
17. Perform motion path animation
18. Perform brush animation
19. Use animation easing effects
20. Describe user interaction concepts
21. Control animation-user interaction
22. Describe HTML/CSS animation concepts
23. Create HTML/CSS dropdown menus
24. Perform HTML animation using jQuery
25. Describe HTML5 Canvas animation concepts

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

This course was previously called Web Animation