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