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