Clackamas Community College
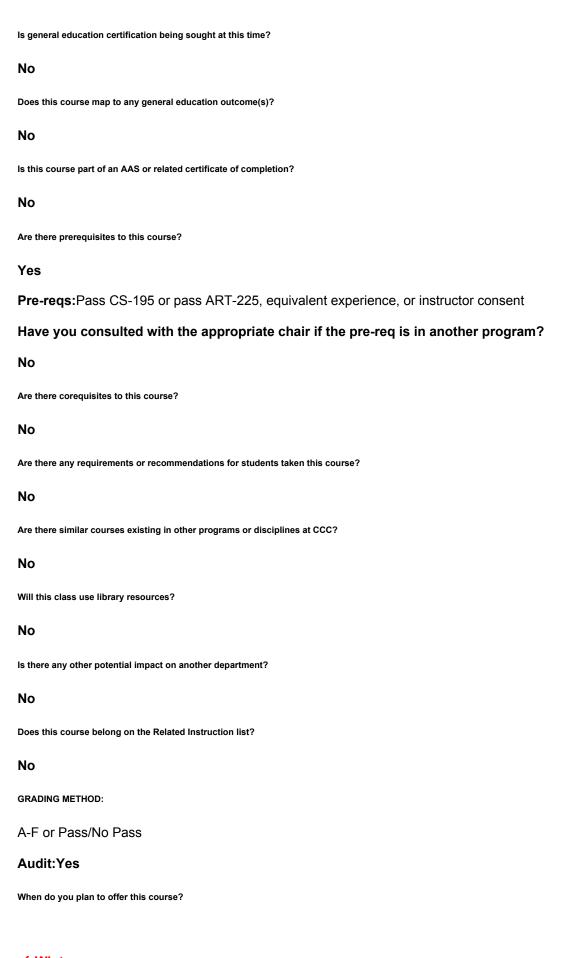
Online Course/Outline Submission System

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Section #1 General Course Information

Department: Art

Submitter

First Name: Nora
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Phone: 3036
Email: norab

Course Prefix and Number: ART- 221

 # Credits: 3

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 66
Lab (# of hours):
Total course hours: 66

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Flash Animation: Design & Techniques

Course Description:

Introduces the principles of animation using Adobe's Flash software. The course will emphasize design principles, analytical skills and creativity. Students will learn the basics of Flash in order to create successful animated projects.

Type of Course: Lower Division Collegiate

Is this class challengeable?

Yes

Can this course be repeated for credit in a degree?

No

Is general education certification being sought at this time?

No

Does this course map to any general education outcome(s)?

No

Is this course part of an AAS or related certificate of completion?

No

Are there prerequisites to this course?

Yes

Pre-reqs: Pass CS-195 or pass ART-225, equivalent experience, or instructor consent

Have you consulted with the appropriate chair if the pre-req is in another program?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

No

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit:Yes

When do you plan to offer this course?

✓ **Winter**

✓ Spring

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

No

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes

Student Learning Outcomes:

Upon successful completion of this course, students should be able to:

1. apply Adobe Flash drawing tools and timeline,
2. apply basic Action Scripting to control the playback/interactivity features of an animation project,
3. discuss the advantages and disadvantages of motion and shape tweens to create animation effects versus frame-based animation,
4. create an animated cartoon using Flash, incorporating images, animations, sound effects and music;
5. apply the time-saving features of Flash, such as the symbols library and automatic animation to presentation creation;
6. apply best practices and design principles as they relate to the Flash software and demonstrate that knowledge in their projects,
7. list the various stages of the animation process: character development, script development, storyboarding, keyframing, and timing, and follow through each stage in their projects.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. Introduction.
2. Getting started on your animation (Character development, Script development, Storyboarding).
3. Animation using Flash (Vector graphics vs. raster, Drawing Tools, Selection Tools, Transformation Tools, Fill Tools).
4. Illustration Concepts (Controlling the view, Creating simple and complex shapes, Perspective, Coloring, Lighting).
5. Creating an illustration style (Line art, Solid fill art, Cartoon, Photographic caricature, Experimental).
6. Flash animation techniques (Creating symbols, Classic tweens, Shape tweens, Motion tweens, Frame-by-frame animation).
7. Advanced illustration techniques (Blurring, Highlights, Drop shadows, Glows, Textures, Perspectives.
8. Advanced animation techniques (Looping animations, Text movement, Special Effects, Character design & physics, camera work).
9. Publishing Flash work (Optimizing content, Stand-alone .fla and .swf formats, Integrating .swf files/ web pages, Quicktime videos, AVI videos).

Does the content of this class relate to job skills in any of the following areas:

1. Increased energy efficiency	**No**
2. Produce renewable energy	**No**
3. Prevent environmental degradation	**No**

4. Clean up natural environment   **No**
5. Supports green services   **No**

Percent of course:0%

Section #2 Course Transferability

Concern over students taking many courses that do not have a high transfer value has led to increasing attention to the transferability of LDC courses. The state currently requires us to certify that at least one OUS school will accept a new LDC course in transfer. Faculty should communicate with colleagues at one or more OUS schools to ascertain how the course will transfer by answering these questions.

1. Is there an equivalent lower division course at the University?
2. Will a department accept the course for its major or minor requirements?
3. Will the course be accepted as part of the University's distribution requirements?

If a course transfers as an elective only, it may still be accepted or approved as an LDC course, depending on the nature of the course, though it will likely not be eligible for Gen Ed status.

Which OUS schools will the course transfer to? (Check all that apply)

Identify comparable course(s) at OUS school(s)

How does it transfer? (Check all that apply)

✔ **other (provide details)**: this course may be used as a general elective at some schools.

First term to be offered:

Next available term after approval
: