

Catalog Description:

This course teaches the students to create two-dimensional animations and design interactive games for the Web and hand-held devices. Exercises and projects lead students through the principles of animation, game design, typography, screen, and interface design, digital sound, and digital video. The course stresses basic design concepts and critical thinking as well as comprehension of the artistic and commercial applications of the computer. We will be using Adobe CC.

Student Success

1. **Complete all assignments, readings, and tutorials**
2. **Refine artwork**
3. **Test repeatedly**
4. **Communication with instructor and fellow students.**

Course Objectives:

- Apply traditional 2D design concepts of line, value, texture, pattern, scale, and various compositional strategies to computer animation.
- Demonstrate use of color to enhance aesthetic and expressive content.
- Analyze and assess various 2D animations, interactive online media, as well as interactive games, magazines, books, and products.
- Optimize sound and video for use in web animation and gaming.
- Combine and sequence text and images to effectively communicate ideas in an interactive format.
- Create visuals from storyboards to computer animation, to final presentation.
- Demonstrate use of graphic and interactive user experience (UX) software to create original 2D Web animation.
- Demonstrate use of interactive animation and interactive user experience software to create an interactive presentation.
- Plan and produce web animation and gaming projects.

Student Learning Outcomes

SLO #1 Animation & Interactive User Experience (UX) Software: Students will be able to demonstrate correct use of industry-standard animation & game creation software to create motion and interactive content for the web and handheld devices.

SLO #2 Sound and User Interactivity: Students will demonstrate the ability to use a timeline to incorporate sound and user interactivity into two-dimensional animations.

SLO #3 Interactive Media: Students will demonstrate the ability to output interactive media in appropriate formats for use with current technology.

SLO #4 Problem-Solving: Students will apply visual communication problem-solving skills and two-dimensional design concepts to creation of interactive media and game design.

Enrollment limitations

24 students to allow for immediate feedback and individualized attention.

Required:

1. An Adobe CC account. You may purchase it at a student discount at www.collegebuys.org. Click on “Adobe Student Software.” You will need to provide proof of your community college enrollment. **Your computer must be able to run Adobe Animate.**
2. An external drive to save your work.
3. A sketchbook or notebook for drawing and the ability to upload the images to the canvas page.
4. A keyboard

Other VERY USEFUL Texts and Resources:

- <https://www.w3schools.com/> (Links to an external site.)
- Russell Chun (2020) *Adobe Animate Classroom in a Book*, Adobe Press
- Jim Maivald (2020) *Adobe Dreamweaver CC Classroom in a Book*, Adobe Press
- Williams, Richard. (2001) *The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators* ([ISBN \(Links to an external site.\)0-5712-0228-4 \(Links to an external site.\)](#)). Faber & Faber,
- Nabors, Rachel. (2017) *Animation at Work*. A Book Apart
- Anthropy, Anna; Clark, Naomi (2014) *A Game Design Vocabulary: Exploring the Foundational Principles behind Good Game Design*, NJ Addison Wesley.
- Beiman, Nancy. (2007) *Prepare to Board! Creating Story and Characters for Animated Features and Shorts*. Focal Press
- Brathwaite, Brenda (Author); Schreiber, Ian (Contributor) (2011) *Breaking Into the Game Industry: Advice for a Successful Career from Those Who Have Done It*, Cengage Learning PTR; International edition
- Adobe Educational Exchange (online through student account)

Software

Technology Requirements

You will need a laptop or desktop that runs Adobe CC. It must be Adobe CC. You will be turning in screenshots of your work with your files so I need to be able to quickly identify your artwork layers and if there any issues. PC or Mac is fine if you turn in the correct file formats. You will need a keyboard.

Software

Check your system against the [Adobe Creative Cloud system requirements \(Links to an external site.\)](#) and here is the [Adobe CC User Guide. \(Links to an external site.\)](#) If you do not already own the software, you may purchase it at a student discount at www.collegebuys.org. Click on “Adobe Student Software.” You will need to provide proof of your community college enrollment.

We will be using Adobe Media Encoder, Adobe Animate, Adobe Audition, Adobe Premiere, and Adobe XD.

Course Methods

The class is a combination of lectures, demonstrations, post discussions, internet presentations and resources, exercises, and projects where the student will demonstrate comprehension of class material by putting concepts to use in their own designs. Emphasis is placed on the development of problem-solving design skills. Assignments are both on and off the computer. Students can expect to put in an **average** of 3+ hours a week outside of class. In addition to completing assignments, students are expected to participate in class critiques, discussions, and possibly review online artist work as assigned.

We will start with learning Adobe animate going over frame animation and tweens. We will learn some basic HTML progressing into understanding CSS. We will progress to animation applied to UI/UX interfaces and utilizing interactivity. We will learn some basic Javascript. We will go over story boarding and developing planning documents for either a full animation or a game. Depending on the speed of the class, we will complete about 5 projects subject to change.

Quizzes online. One after each module for review and 3 higher stakes quizzes. No tests so focus will be on projects.

All assignments and projects will be turned in on Canvas. If an issue arises, I will let you know alternatives.

Prerequisite: Art 141, or 142, or Art 143 with a minimum, grade of C

Recommended Preparation: Art 146

Attendance (www.elcamino.edu/admissions/attendance.asp (Links to an external site.))

You must participate in class to count towards attendance. This participation is through responding to my emails and check-ins, turning in exercises, responding more than once in online critiques, responding to discussion groups more than once, and turning in projects.

You must complete and submit assignments plus revise to get more points. Your class participation grade is based upon how much effort you put into successfully completing the assignments, how much you challenge yourself to do the best you can, and how much you contribute to discussion boards.

With that being said. We are all impacted by the Covid-19 quarantine. Please keep in communication with me.

Due to the Corona Virus Quarantine, here is an update to the syllabus:

Adapted from [Professor Brandon Bayne, UNC- Chapel Hill, Spring 2020](#) (Links to an external site.)

1. The humane option is the best option

We are going to prioritize supporting each other as humans.
We are going to prioritize simple solutions that make sense for the most.
We are going to prioritize sharing resources and communicating clearly.

2. We will foster intellectual nourishment, social connection, and personal accommodation

Accessible asynchronous content for diverse access, time zones, and contexts.

Optional synchronous discussion to learn together and combat isolation.

3. We will remain flexible and adjust to the situation.

Nobody knows where this is going and what we'll need to adapt.
Everybody needs support and understanding in this unprecedented moment.

I highly suggest NOT TO DO THIS on the day projects and exercises are due!

<https://twitter.com/i/status/1349622486313431040>

Dropping

The instructor may drop a student if the student has four consecutive unexcused absences. **However, it is ultimately your responsibility to make sure you have been officially dropped from the class to receive a grade of "W"**. Any student not officially dropped from the class that has stopped attending will receive a grade of "F".

Incomplete

Please discuss any issues that will interfere with your ability to complete the class with the instructor. Grades of incomplete can be given for verifiable extenuating circumstances that are beyond the student's control. The student must have completed 3/4 of the course work.

Academic Honesty

El Camino College places a high value on the integrity of its student scholars. When an instructor determines that there is evidence of dishonesty in any academic work (including, but not limited to cheating, plagiarism, or theft of exam materials), disciplinary action appropriate to the misconduct as defined in BP 5500 may be taken. A failing grade on an assignment in which academic dishonesty has occurred and suspension from class are among the disciplinary actions for academic dishonesty (AP 5520). Students with any questions about the Academic Honesty or discipline policies are encouraged to speak with their instructor in advance.

1. Drawing from unauthorized source
2. Presenting someone else's work as your own
3. Give Credit to others
4. Work must be original and unique to this course
5. Work must be the correct size
6. Work must the correct materials

If you ever have concerns- please ask! Please refer to this for [copyright](#) as well!

Students with Disabilities

Please discuss any issues that may affect your performance in class with the instructor. It is the policy of the El Camino Community College District to encourage full inclusion of people with disabilities in all programs and services. Students with disabilities who believe they may need accommodations in this class are asked to contact the campus Special Resource Center (310) 660-3295, as soon as possible. This will ensure that students are able to fully participate.

Note: In compliance with Board policies 1600 and 3410, Title 5 California Code of Regulations, the Rehabilitation Act of 1973, and Sections 504 & 508 of the Americans with disabilities Act, instruction delivery shall provide access, full inclusion, and effective communication for students with disabilities.

Grades

Projects (require demonstration of software skills, design skills, originality, presentation skills)	50%
Exercises (require demonstration of software skills)	20%
Quizzes/Tests (In and module and will be announced.)	10%
Website (depends on methods)	10%
Participation (attendance, collaboration, communication, effort, improvement)	10%
Final Grade	100%

Exercise Grading Rubrics: Total 3pts

- 3-Demonstrates full understanding of skills and concepts
- 2-Demonstrates partial understanding of skills and concepts
- 1-Does not demonstrate understanding of skills and concepts
- 0-Not turned in

Project Grading Rubrics: Total 16 points, 4 in each of the following areas:

4=excellent 3=good 2=fair 1=poor 0=not turned in

Technical:

- Software mastery (shows mastery of tools and techniques demonstrated in class/tutorials)
- File management (organization of assets)

Aesthetic:

- Effective application of design principles (formal visual qualities)
- Effective communication of concept (idea, message or story intriguing and clear, does the form complement and enhance the content)

Conceptual:

- Creativity & originality (have we seen this before, is it cliché, is there any surprise, is it fresh and interesting or unusual)
- Risk-taking (did the artist leave their comfort zone and attempt something new/complex/beyond their skill level)

Presentation:

- Presentation method chosen is appropriate to the work and the presentation venue
- Craft (for printed work), all required files handed in with correct color, resolution, and format

Other Grade Info

- Work-in-progress assignments must be submitted/viewed on time or they will not be accepted.
- Late project assignments will lose points for every class session that they are late.
- Students may redo assignments that are handed in on time for a **higher grade but must be turned in first**

You will have 3 class days to revise! I will not take late work at the end of the semester.

Note: Work that simply satisfies the requirements of the assignment is considered “C” work or average. A “B” grade is for above average work, and “A” is for work that excels in all areas.

Student website

You will post your artwork (not exercises) to a server. I will follow up with this.

Extra Credit (max 4 points per assignment, 16 points total for semester)

1. Students can make up EXTRA games OUTSIDE of class. You will need to create a Game outline and a Game Design Document (GDD). 8 min pages total.
2. Create a UI prototype online for participation. Include a ratings system.

Materials:

- Notebook to keep class notes and handouts, sketchbook and drawing supplies for home use
- Computer Supplies (Frye’s Electronics, Staples, Best Buy, Costco, Target)

Minimum of 2 back-up media such as:

- External USB drive, I recommend a minimum size of 16 Gig
- Free online storage such as Drop Box (www.dropbox.com-2 gigs) or Google Drive (6 gigs with a google account)