



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**WEB MULTIMEDIA and ANIMATION
CWB1846 3 Credit Hours**

Student Level:

This course is open to students on the college level in either the freshman or the sophomore year.

Catalog Description:

CWB 1846 - WEB MULTIMEDIA AND ANIMATION (3 hrs)

This course covers various multimedia including how to create and incorporate Adobe Flash, audio, video, and animation into a Web site.

Prerequisites:

Completion of three classes of Web Design coursework

Controlling Purpose:

Students will learn basic through more advanced features of Flash X 2004 such as using drawing tools, simplified animation using new Timeline effects, and rich media support.

Learner Outcomes:

- A. Getting Started with Macromedia Flash
- B. Drawing in Macromedia Flash
- C. Working with Symbols and Interactivity
- D. Creating Animations
- E. Creating Special Effects
- F. Preparing and Publishing Movies
- G. Importing and Modifying Graphics
- H. Building Complex Animations
- I. Using Basic ActionScript
- J. Adding Sounds
- K. Using Advanced ActionScript

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following defines the minimum core content not including the final examination period. Instructors may add other content as time allows.

Evaluation Key:

- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.
- B = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved.
- C = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background.
- D = A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
- N = No instruction or training in this area.

UNIT 1: Getting Started with Macromedia Flash						
Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:						
A	B	C	D	F	N	Specific Competencies
						Understand the Macromedia Flash MX environment.
						Open a document and play a movie.
						Create and save a movie.
						Work with layers and the timeline.
						Plan a Web site.
						Distribute a Macromedia Flash movie.

UNIT 2: Drawing in Macromedia Flash

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies:
						Use the Macromedia Flash Drawing Tools.
						Edit Drawings.
						Work with objects.
						Work with text.
						Work with layers.

UNIT 3: Working with Symbols and Interactivity

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies:
						Work with symbols and instances.
						Work with Libraries.
						Create buttons.
						Assign actions to buttons.

UNIT 4: Creating Animations

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Create frame animations.
						Create motion-tweened animation.
						Work with motion guides.
						Create motion animation effects.
						Animate text.

UNIT 5: Creating Special Effects

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Create shape-tweened animations.
						Create a mask effect.
						Add sound.
						Add scenes.
						Create a slide show presentation.

UNIT 6: Preparing and Publishing Movies

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Publish movies.
						Reduce file size to optimize a movie.
						Use HTML Publish Settings.
						Create a remote Web site.

UNIT 7: Importing and Modifying Graphics

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Understand and import graphics
						Break apart bitmaps and use bitmap fills.
						Trace bitmap graphics
						Use imported graphics in a movie

UNIT 8: Building Complex Animations

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Plan for complex movies and animations.
						Create an animated graphic symbol.
						Create a movie clip symbol.
						Animate buttons with movie clip symbol.

UNIT 9: Using Basic ActionScript

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Work with actions.
						Work with targets and movie clip symbols.
						Create interactive movie clip symbols.
						Define variables.

UNIT 10: Adding Sounds

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Work with sounds.
						Specify synchronization options.
						Modify sounds.
						Specify compression options.
						Use ActionScript with sounds.

UNIT 11: Using Advanced ActionScript

Outcomes: Upon completion of the unit, the students will be able to successfully demonstrate the ability to:

A	B	C	D	F	N	Specific Competencies
						Creating complex interactivity
						Using ActionScript to create external links
						Loading new movies
						Working with conditional actions

Projects Required:**Textbook:**

Contact Bookstore for current textbook.

Materials/Equipment Required:

Access to the Internet and appropriate software

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy

Course Timeframe:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.