

## FLORIDA STATE COLLEGE AT JACKSONVILLE

## COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER: DIG 2113

COURSE TITLE: Fundamentals of Digital Media

PREREQUISITE(S): DIG 2000

COREQUISITE(S): None

CREDIT HOURS: 3

CONTACT HOURS/WEEK: 4

CONTACT HOUR BREAKDOWN:

Lecture/Discussion: 3

Laboratory: 1 (Taught in Computer Classroom)

Other \_\_\_\_\_:

FACULTY WORKLOAD POINTS: 3.7

STANDARDIZED CLASS SIZE ALLOCATION: 24

## CATALOG COURSE DESCRIPTION:

This course is intended to assist students in developing an understanding of and the ability to use the tools and design principles in the creation of animation for the Web. A hands-on approach to learning the requisite skills is employed. Students will learn to use powerful interactive tools to design interfaces and site navigation. Visual control, download speed, combining raster and vector graphics and scalability are incorporated in the development process. Emphasis is on 2D animation, creation of basic 3D animation elements will be introduced.

SUGGESTED TEXT(S): Flash MX 2004 H-O-T Rosanna Young, Lynda Weinman ISBN0-32120298-8, Lynda.com books

Foundation Flash MX 2004 Kris Besley, Sham Bhangal ISBN: 159059303-0 Friends of Ed Pub

IMPLEMENTATION DATE: Fall Term 2005 (20061)

REVIEW OR MODIFICATION DATE: Fall Term, 2008 (20091) - Outline Review 2007

COURSE TOPICS	CONTACT HOURS <u>PER TOPIC</u>
I. Understanding the Development Environment	3
A. Exploring and customizing the interface	
B. Drawing tools	
C. Color mixer panel	
D. Timeline	
E. Defining frames and keyframes	
II. Animation Basics	6
A. Frame-by-frame animation	
B. Determining frame rate	
C. Inserting, deleting, copying, and reversing frames	
D. Shape tweening text	
E. Shape hints	
F. Multiple shape tweening	
III. Symbols and Instances	6
A. Creating graphic symbols and instances	
B. Editing symbols and instances	
C. Animating graphic symbols and instances	
IV. Motion Tweening and Timeline Effects	6
A. Basic motion tweening	
B. Tweening effects	
C. Editing multiple frames	
D. Using a motion guide	
E. Timeline effect assistants and effects	
V. Incorporating Raster Graphics and 3D Elements	12
A. Importing and compressing bitmaps (raster graphics)	
B. Converting bitmaps to vectors	
C. Creating and animating masks	
D. Breaking apart and stroking bitmaps	
E. Combining bitmaps and vectors	
F. Creating a logo	
G. Modifying elements	
H. Importing vector files	

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
VI. Creating Interactive Elements	12
A. Button types and states B. Adding sound to buttons C. Creating a Movie Clip D. Animated Graphic Symbols Versus Movie Clip Symbols E. Creating an Animated Rollover Button F. Working with components G. Creating a form H. Controlling sound with On/Off buttons I. Working with static, dynamic, scrollable and input text and device fonts	
VII. ActionScript Basics and Behaviors	15
A. Controlling the timeline B. Interactivity and actions: events and event handlers C. Controlling movie clips D. Dot syntax E. The goto Action F. Scenes and targeting scenes G. Drop-down menu using frame labels H. Loading movies	

**Total contact hours: 60**

PROGRAM TITLE: Digital Media/Multimedia Technology

COURSE TITLE: Fundamentals of Digital Media

CIP NUMBER: 1610010202 (AS)

LIST PERFORMANCE STANDARDS ADDRESSED:

NUMBER(S): TITLES(S):

01.0 USE INDUSTRY STANDARD DIGITAL MEDIA/ MULTIMEDIA HARDWARE AND SOFTWARE--The student will be able to:

- 01.01 Demonstrate the proper care and handling of equipment used in digital media/multimedia.
- 01.02 Perform pre and post production routines for proper presentations.
- 01.03 Analyze equipment performance to meet industry standards.

02.0 CREATE PROJECTS AND PRESENTATIONS UTILIZING A VARIETY OF DIGITAL MEDIA/MULTIMEDIA TECHNOLOGIES--The student will be able to:

- 02.01 Analyze the strengths and weaknesses of presentational media.
- 02.02 Appraise production resources to achieve desired outcomes.
- 02.03 Utilize production techniques to create the desired outcomes.
- 02.04 Adapt learned skills and generate new approaches in order to solve unique production problems.

06.0 USE COMPUTER APPLICATIONS FOR DIGITAL MEDIA/MULTIMEDIA PROJECTS--The student will be able to:

- 06.01 Demonstrate a basic proficiency with digital media/multimedia software packages.
- 06.02 Design and produce digital media/multimedia content.
- 06.03 Test, edit and de-bug digital media/multimedia content.
- 06.04 Present digital media/multimedia content.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

<b>Section 1</b>	
<b>COURSE PREFIX AND NUMBER:</b> <u>DIG 2113</u>	<b>SEMESTER CREDIT HOURS:</b> <u>3</u>
<b>COURSE TITLE:</b> <u>Fundamental of Digital Media</u>	

**Section 2**  
**TYPE OF COURSE: (Click on the box to check all that apply)**

AA Elective                       AS Required Professional Course                       College Prep  
 AS Professional Elective                       AAS Required Professional Course                       Technical Certificate  
 Other \_\_\_\_\_  
 General Education: (For General Education courses, you must also complete Section 3 and Section 7)

**Section 3 (If applicable)**  
**INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:**

Communication                       Social & Behavioral Sciences                       Mathematics  
 Natural Sciences                       Humanities

**Section 4**  
**INTELLECTUAL COMPETENCIES:**

Reading     Speaking     Critical Analysis                       Quantitative Skills     Scientific Method of Inquiry  
 Writing     Listening     Information Literacy                       Ethical Judgment     Working Collaboratively

<b>Section 5</b>	
<b>LEARNING OUTCOMES</b>	<b>METHOD OF ASSESSMENT</b>
• Identify intermediate digital media production techniques	Quizzes and tests, classroom observation
• Develop intermediate digital media production techniques	In class and outside class projects, classroom observation
• Develop intermediate digital media production software skills	In class and outside class projects, observation
• Perform Digital Media production methods to intermediate and advanced levels	In class and outside class projects, observation
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**Section 6**  
 Name of Person Completing This Form: Troy Johnson