



## **Ephrata High School Course Syllabus**



### **Animation 5877**

#### ***I. Course Description***

Much of what we see today as part of communication relies upon computer generated images (CGI) and animation. This new course will concentrate on one of the major animation software packages in use today, Macromedia Flash. Flash is in wide use on the Internet and also in television and film. Students will develop their own characters, and by using animation them and adding sound effects, have their characters act out stories and perhaps music videos. This process demands a lot of time and patience. Students must realize that they may spend many hours working on an animation that may only last 10 or 30 seconds. But through this experience, students should have gained a good understanding of computer animation and also its various uses on the Internet and in video.

#### ***II. Materials & Equipment***

- Computers with Adobe Flash, Audacity, Windows Movie Maker, and Windows Media Player
- Digital Cameras with video capabilities

#### ***III. Course Goals & Objectives***

Animation will introduce students to the Flash program and the ways that animation is used on the Internet to enhance websites. They will produce a portfolio that will describe the different features of Flash and show examples of their work.

#### ***IV. Course Topics (Summary Outline)***

- I. Introduction
  - A. History of animation
  - B. Computer parts, functions, and terminology
  - C. Storyboarding
- II. Drawing and symbols
  - A. Flash program basics
  - B. Tools and Text
  - C. Layers
  - D. Drawing Objects
  - E. Importing objects/Library
- III. Keyframing and Tweening
  - A. Keyframe timelines
  - B. Motion Tweening

- C. Shape Tweening
- D. Text Tweening
- IV. Motion Guides and Masking
  - A. Motion Guides and Layering
  - B. Masking and Layering
- V. Advanced Tweening
  - A. Non-linear Tweening
  - B. Effect Animations
- VI. Audio
  - A. Ripping CD's/Mp3
  - B. Audacity and sound
  - C. Importing audio
- VII. Buttons
  - A. Drawing Buttons
  - B. Rollovers
  - C. Down states
- VIII. Scripting
  - A. Script assist
  - B. Slideshows
  - C. Pre-made buttons
- IX. Movie symbols and Scenes
  - A. Movies symbol creation
  - B. Movie rollover buttons
  - C. Movie symbol integration
- X. Video
  - A. Video formats
  - B. Windows Movie Maker
  - C. Importing Video to Flash
- XI. Flash Portfolio
  - A. Organizing portfolio
  - B. Portfolio professionalism
  - C. Exporting for websites

#### *V. Assignments & Grading*

- Portfolio creation with grading at the completion of each section
- Unit test of each section covering all notes and activities
- Project evaluations