

College of Business and Technology
Department of Technology
Course Syllabus

Computer Multimedia and Animation Technology
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HRD 5324
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Course Description:

A technical course which develops advanced knowledge and skills in the use of computers for multimedia presentations and digital animation. It introduces students to 3-D modeling and rendering techniques and resources. This hands-on course allows students to create, edit, and render characters, vehicles, scenes, or objects, and to design and produce multimedia presentations that use images, video, and audio resources to deliver a message.
(50% Lecture 50% Lab)

Textbook:

None required

Recommended:

Kerman, P. (2002). Sams Teach Yourself Flash MX in 24 Hours.
Indianapolis, IN: Sams Publishing Co.

Course Objectives:

At the end of this course, participants will be able to:

- successfully operate available computer hardware and associated peripherals.
- demonstrate familiarity with presentation media through practical sessions which include the development of examples
- evaluate the recent rise of distributed multimedia information systems, particularly the World Wide Web.
- evaluate, select, and recommend for purchase, microcomputer software, and hardware for use in developing multimedia presentations.
- use various Internet browsers to browse the World Wide Web
- be aware of inconsistencies between different browsers and platforms
- upload and publish projects on the Internet
- use Flash MX and Adobe Premiere to create projects
- understand image optimization for the Internet and CD-ROM publication
- apply basic principles of interactive design, user interface design, and scripting to the development of original work
- recognize philosophical, ethical, and legal implications for microcomputers use.

Course Competencies

1. Computer-Based Skills – the student will complete projects in computer based animation and video editing. Internet search skills will be required to access the online graphics and . Students will also present the completed project to the class and may utilize a presentation software package to illustrate the project.
2. Communication Skills – the student will exhibit a mastery of both written and oral skills in completion and presentation of the projects.
3. Interpersonal Skills – the student will work in a group to complete segments of the projects.
4. Problem Solving (Critical Thinking) – the student will use conceptual thinking and creativity and innovation in the identification and completion of the projects
5. Ethical Issues in Decision Making and Behavior- the student will understand and exhibit ethics through the data assembly and presentation portions of this project.
6. Personal Accountability for Achievement – the student will complete the project at the time designated by the instructor
7. Competence in Technology Principles
 - a. Competence in major field and grounding in other major technology major core areas – the student will complete the project as part of the requirements of the major
 - b. Exposure to and appreciation for industrial experiences such as industrial tours, work-study options and cooperative education, senior seminars – Students will gather data from a variety of sources for the project.

Course Requirements:

Five Mini Projects (MP) (10 pts. Ea.)	50 %
Premiere Presentation	15 %
Mid-term	15 %
Final exam	15 %
Class Participation	5 %

Students will be allowed three (3) unexcused absences without penalty except on presentation days. 5 points will be deducted from the participation grade for each unexcused absence beyond the allowed three. If a MP is missed, a 5-point-per-day late grade penalty will be assigned, and the student is responsible for arranging a class presentation for their material to be critiqued within 7 days. No projects will be accepted after 7 days without prior arrangement!

Grades will be based upon the following scale:

A	90 - 100
B	80 - 89
C	70 - 79
D	60 - 69
F	< - 59

Mini-projects

A series of mini-projects relating to class topics will be assigned during the application portion of the class. These should be completed either during any remaining class time or during available lab time outside of class. These mini-projects provide structured practice in various components of educational and industrial computing.

Class Participation

Class participation will be based upon both class participation and attendance. Attendance is crucial especially considering the density of information and skills covered each class. Attendance will be taken each class.

Course Outline:

Jan	12	Introduction	
	17	Course Overview	
	19	Intro to Photoshop	
	24	Intro to Photoshop	
	26	Flash Introduction (Ch. 1) /Flash ToolBar (Ch. 2)	
	31	Flash Graphics (Ch.3, 4)	
Feb.	2	Flash Library (Ch.5)	
	7	Flash Animation (Ch. 6,7)	
	9	Flash Motion Tween (Ch. 8)	MP #1
	14	Flash Shape Tween (Ch. 9)	MP #2
	16	Flash Sound (Ch.10)	
	21	Flash Layers (Ch. 11)	
	23	Flash Advanced Animation (Ch.12) /Flash Creating Buttons (Ch.13)	
	28	Flash work day	
Mar.	2	Flash Actions (Ch. 13,14,15)	MP #3
	7	Flash Putting it on the Web (Ch17-24)	
	9	Midterm Exam	
	13-17	Spring Break	
	21	Flash- Mask and Masked Layers	
	23	FrontPage Introduction and Integrating Flash and HTML	
	28	Flash- Load Movie	
	30	Flash – Java popup/ Optimizing (Ch. 20)	MP #4
Apr	4	Premiere – Introduction Part 1	
	6	Premiere– Introduction Part 2	
	11	Premiere	
	13	Premiere	
	18	Premiere	
	20	Premiere	MP #5
	25	Premiere	
	27	Premiere	
May	4	Final Exam	9:30 – 11:30

Web Resources

Digital Classroom - <http://www.digitalclassroominc.com/>

Dennis Tester - <http://www.dennistester.com/>

Clipart - <http://www.clipart.com/>

Real player - <http://www.real.com/>

Flash Sites

<http://www.flashkit.com>

<http://www.flashzone.com>

<http://www.flashguru.com>

<http://www.shockfusion.com>

<http://www.flashmove.com>

<http://www.webdeveloper.com>

<http://www.lboost.com/build/software/flash>

<http://www.flazoom.com/>

<http://www.sourcedesign.co.uk>

<http://www.accessfactory.com>

<http://www.airforce.com>

<http://www.lookandfeel.com>

<http://www.waxdigital.com>

<http://www.smashingideas.com>

<http://www.creativehouse.com/flash>

<http://www.dvinci.com/training/flash/intadv/interjump.html>

Additional References

Adobe Premiere Books: <http://bookmag.com/books/computers---internet/777.html>

Flash Books: <http://www.flashpro.nl/books.html>

Other References posted on Blackboard