

# Web Animation

## I. Course Title

TEC 355, Web Animation, 3 credit hours

Prerequisite: TEC 255

Department of Technology

## II. Course Instructor

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## III. Course Description

This is an advanced course in preparing content for the World Wide Web. The creation of Flash animations, Portable Document Format files and streaming video will be taught. Web Course

## IV. Texts

### Required

Castro, E. (2007). *HTML, XHTML & CSS*. (6th Ed.). Berkeley, CA: Peachpit. ISBN: 0-321-43084-0 (Also used in TEC 255.)

Ulrich, K. (2008). *Adobe Flash CS3 Professional for Windows and Macintosh*. Berkeley, CA: Peachpit. ISBN: 978-0-321-50291-9

## V. Online Course

This course will be taught online using Adobe Acrobat Connect. There is nothing for the student to purchase to use Connect. Students may work in any on campus computer lab or from home. To work from home, the student must have broadband Internet access and a fairly current computer with the software listed below.

### Required Software:

Adobe Dreamweaver

Adobe Flash

Adobe Photoshop

Adobe Acrobat Professional

Firefox

Contact the ECU Computer Store for student prices on software.

**VI. Course Objectives**

Upon successful completion of the course, the student will be able to:

- A. Demonstrate advanced web page design techniques.
- B. Use advanced Cascading Style Sheet features including drop-down menus.
- C. List the different methods of web animation with their uses and advantages.
- D. Create vector-based web animations.
- E. Learn how to do graphic slicing.
- F. Show the use of image mapping.
- G. Discuss the use of JavaScript in Web pages.
- H. Show how to use Portable Document Files on the Web.
- I. Publish a streaming video file on a Web page.

**VII. Course Evaluation**

Grading will be done with a point system. Points will be given for assignments and exams. The assignments and examinations, with their values, are listed on the Class Schedule. Assignments submitted after the due dates should receive a reduction in points. Assignments will not be accepted after they are two weeks late. No assignments will be accepted after the last day of class. Letter grades will be assigned based on the percentage of points earned. After each assignment and exam has been graded, students will be sent by eMail a summary of their scores and a projected letter grade.

A = 92-100%, B = 83-91%, C = 74-82%, D = 65-73%, F = <65%

**VIII. Attendance**

Students are expected to be on-line with the instructor every week.

**IX. Ethics**

Students are to create their own work, plagiarism will not be allowed. Intellectual property rights are to be respected, including, use of software, copyrighted music and images. No student shall create, view or distribute any digital information that the instructor deems to be immoral, unethical or illegal.

Students are advised that ECU's Academic Integrity Policy will strictly be enforced in this course. The Academic Integrity policy is available at <http://www.academicintegrity.eku.edu/default.php>. Questions regarding the policy may be directed to the Office of Academic Integrity.

**X. Students with Disabilities**

If you are registered with the Office of Services for Individuals with Disabilities, please obtain your accommodation letters from the OSID and present them to the course instructor to discuss any academic accommodations you need. If you believe you need accommodation and are not registered with the OSID, please contact the Office in the Student Services Building Room 361 by email at [disserv@eku.edu](mailto:disserv@eku.edu) or by telephone at (859) 622-2933 V/TDD. Upon individual request, this syllabus can be made available in an alternative format.

**XI. Course Outline**

**A. Introduction**

**B. Web Animation**

1. Animated GIFs
2. JavaScript Animation
3. Dynamic HyperText Markup Language
4. Vector-Based Animation
5. Streaming Video

**C. Advanced Cascading Style Sheets**

1. Drop-down Menus
2. Multiple Formats

**D. Advanced Web Page Techniques**

1. Graphic slicing
2. Image mapping

**E. Vector-Based Animations**

1. Adobe Flash
2. Frames
  - a. Frame
  - b. Keyframe
  - c. Blank Keyframe
3. Basic animation techniques
  - a. Motion Tweening
  - b. Shape Tweening
4. Creating and optimizing vector movies.

**F. Animation for Navigation**

1. Button rollovers
2. Vector-Based
3. JavaScripts

**G. Streaming web files**

1. Apple QuickTime
2. RealNetworks Video
3. Microsoft Windows Media
4. Adobe Flash Video
5. Placing video files in Web pages

**H. Portable Document Format (PDF)**

- 1. Adobe Acrobat**
- 2. Creating PDF**
  - a. Distilling**
  - b. Editing**
- 3. Using PDF files in web pages**
- 4. Linking**