Instructor: Malcolm King
Instructor Contact Information: 713-825-4319 | malcolm.king@hccs.edu

Where can you find me?

OFFICE LOCATION AND HOURS
Please feel free to contact me via phone or email concerning any problems that you are experiencing in this course. Your progress and performance in my class is very important to me. I am here to guide you through this course to make sure that you will be successful and that your learning goals are met.

What’s this class about?

COURSE DESCRIPTION
ARTV 2301-- Skill development in the use of software to develop storyboards and two dimensional animation including creating, importing, and sequencing media elements to create multimedia presentations. Emphasis on conceptualization, creativity, and visual aesthetics.

What’s this class worth?

SEMESTER CREDIT HOURS
Credit and Lecture 96.00 hrs;
External Hours: 48 hours

Note: 1 hour of classroom instruction equates to a minimum of 1.5 hours of out of class student work each week. External hours of student work may include assignments, research, exam certification practice, and/or field trips.

Example: 2 lecture, 4 lab hours
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<tr>
<th></th>
<th>Hours</th>
<th>Weeks</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecture</td>
<td>2</td>
<td>16</td>
<td>32</td>
</tr>
<tr>
<td>Lab</td>
<td>4</td>
<td>16</td>
<td>64</td>
</tr>
<tr>
<td>External</td>
<td>32</td>
<td>1.5</td>
<td>48</td>
</tr>
<tr>
<td>Total hours</td>
<td></td>
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<td>144</td>
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ACADEMIC DISCIPLINE/CTE PROGRAM LEARNING OUTCOMES

1. Demonstrate the ability and knowledge how to select and apply industry standard software in the design, creation and production of project assignments.

2. Effectively describe and present projects utilizing industry specific vocabulary. Written projects and assignments present good writing skills with included industry vocabulary.

3. Design and demonstrate the use of software and techniques in practical applications.

4. Develop & present a portfolio of work that demonstrates proficiency in skills for employment.
COURSE STUDENT LEARNING OUTCOMES (SLO): 4 TO 7

1. Develop a story line concept
2. Outline conceptual ideas through storyboarding
3. Operate two-dimensional software
4. Execute computer 2-D animation sequences

LEARNING OBJECTIVES (NUMBERING SYSTEM SHOULD BE LINKED TO SLO - E.G., 1.1, 1.2, 1.3, ETC.)

*Develop a story line concept*

- Define and understand animation terminologies and its usages for both web and multimedia environment

*Outline conceptual ideas through storyboarding*

- Apply theories, techniques, and practices of user interface design, information design, navigation design, and integration of text, graphics, animation, and sound into complex interactive web-based user experience and environments

*Operate two-dimensional software*

- Demonstrate ability to use the basic design and programming tools, along with techniques necessary to create completed animation projects for interactive multimedia and web sites

*Execute computer 2-D animation sequences*

- Demonstrate understanding of content development, media acquisition, production, management, and output of web sites on a server and CD ROM applications

semester breakdown

This breakdown may be subject to change throughout the semester. If you have any concerns, shoot me an email.

1. **Introductions/What is After Effects & Animation?**
   - Syllabus/expectations
   - Equipment needed/book
   - subscriptions
   - brief history of motion design

2. **Basic Animation**
   - keyframes
   - shapes
   - compositions
   - effects
   - project 1 - animated fly-over

3. **Green Screen and Rotoscoping**
   - Color keying
   - masks
   - animating on a path
   - alpha track mattes

4. **Advanced Animation**
   - eases
   - speed and value graph editor
   - motion blur
   - holds
   - project 2 - green screen

5. **Parenting and Nesting**
   - Assigning a parent
   - Parenting with null objects
   - precomps
   - navigating composition hierarchies
   - compound effects
6. Typography
   - Range Selectors
   - Text on a path
   - Per-character 3D
   - adding audio to a comp

7. Vector shapes
   - creating and editing shape layers
   - compound shapes
   - gradients
   - animating a stroke
   - midterm project- infographic

8. 3D space
   - Introduction to 2.5D space
   - 3D motion paths
   - AE cameras
   - multiplanes

9. 3D space continued
   - moving and animating cameras
   - building a camera rig
   - bending footage
   - rendering options
   - project 4- kinetic type

10. Developing concepts
    - History of Title design
    - Storyboarding
    - Styleframes
    - Moodboards
    - Final project- movie or tv title redesign

11. Process-to-outcome
    - Designing assets
    - Asset collection
    - Symbology

12. Lab time for Final Project
    - Styleboards due
    - Lab time
    - Online portfolio design

13. Lab time for Final Project
    - Rough-cut due
    - Lab time

14. Final Project Presentation
    - Final project due
    - Class critques
    - Final portfolios due
How is this all going to go down?

INSTRUCTOR’S TEACHING PHILOSOPHY & INSTRUCTIONAL METHODS

The process of life—long learning, sharing of knowledge and skills is one of my deepest passions in the teaching and training field. I enjoy teaching both onsite and online utilizing traditional methods along with current computer technology combined with effective teaching strategies and approaches which engages students and learners in a motivating and enriching learning experience.

In relation to teaching any subject area, I strongly believe that students should be taught the basics or fundamentals, and then guided and encouraged to apply and share concepts learned to various scenarios related to the subject area. They must also be allowed to be creative, explore and experiment with new ideas, as well as make and learn from their mistakes. With higher cognitive applications, students must be able to learn how to solve and overcome problem tasks, as well as apply critical thinking and supported with justified solutions. The end product of successful teaching is when the learner or student is able to utilize and apply the fundamentals of what have been taught to higher levels of learning, while achieving their maximum and fullest potential lifelong learning goals.

STUDENT ASSIGNMENTS

Assignments have been developed that will enhance your learning. To better understand a topic, you will be given assignments on key information that you will need to remember for your success in your career as a Flash Designer.

Please note that since this is a 16 week hands on (required practice) intensive course. As you learn new concepts and application, you will apply the knowledge to your Final Project. (See Final Project Requirements attached).

NOTE: Working on assignments/project is an integral part for the course. Any missed assignments will be considered as missed lab/class time and hence will be counted as ABSENCE. (1 unexcused missed, late or incomplete assignments = 1 ABSENT Session)

All assignments/projects are due on the day noted unless otherwise announced in class. Assignments may be completed in class or lab. Those having their own computer and pertinent software may work on assignments at home as well. However, class participation is still required, and students are advised to attend class regularly.

The assignments must be completed on software programs used in class. Do not make substitutions. Note: Original working files (FLA files are REQUIRED for ALL project along with the submission of final compressed files L L L EXE, HTML & SWFs)

STUDENTS WILL BE REQUIRED TO SUCCESSFULLY COMPLETE THE FOLLOWING:

- Course overview and current web and Digital Media trends use of animation software applications
- Software overview – panel layout and functionalities, timeline, property set---- up and types of layer properties and modes (guides, motion and masking)
- Setting up document sizes for web and Digital Media application
- Drawing tools, modifiers, color management tools.
- Typography------ Text tools, Formatting text, types of text objects, animating text
- Working with Bitmaps – Importing from other applications and optimizing techniques
- Other motion graphic applications – animated gifs, video, 3-------D animation
- Audio------Understanding sound types (MIDI, WAVS, MP3s, AIF). Import sounds, working/synchronization with timeline, configuring, editing and compressing audio types
- Symbol definition. Create and understanding symbols and instances functionality
- Library types and management
- Timeline techniques: Definition of static frames versus keyframes on the timeline. Working with scenes.
- Types of animation: Frame by frame, Motion and shape tweened animation.
- Working with Quick time video
- Know how interactivity is created and customized for effective functionality
• Publishing and delivering final work for both web and Digital Media, use of plug-ins
• Discuss target audience, visual communication techniques, usability, storyboarding and navigation techniques, processor considerations, final movie considerations, and beta-testing.

HANDOUTS WILL BE GIVEN OUT FOR ALL PROJECTS. BE SURE TO FOLLOW THE REQUIREMENTS OF EACH PROJECT.

• Midterm Evaluation – Hands on Evaluation on the tools of Animate and Animation Basics
• Final Project Create a portfolio using techniques covered in class. (others options may be used upon approval of the instructor) L L L Due week 15 Under no circumstances will any late projects be accepted.
• Week 15L L16: Final Evaluation/Quiz – Research questions
The course grades are based on the following: Details will be given during project week.

ASSIGNMENT PROJECTS ----- See below for Grading Scheme

HOMEWORK DUE DATES AND LATE WORK

All assignments are to be submitted to the appropriate assignment folder on EO2 (Eagle Online,) in the appropriate folder by or before the posted due date and time. All homework that is turned in is timed stamped as being early or late. I will not accept anything handed in on flash drive, emailed, or shared via the cloud. The classroom is like the real world. If you turn your work in on time and completed properly you get paid. If you miss your deadline, don’t do the assignment, or only partially complete it, you will not get paid. If you have an issue, or foresee a complication during the semester come talk to me. I can’t help if you don’t help me.

With that in mind the following rules will apply to all assignments:

• All assignments/projects are due on the day noted unless otherwise announced via EO2. Assignments may be completed at home or lab.
• You must access Eagle Online (EO) site regularly during the semester. Class material and assignments will be updated often on EO.
• Handouts and other details discussed in class will be posted for all assignments & projects. Be sure to follow the requirements of each project.

LATE ASSIGNMENT POLICY

Any assignment turned late will lose 25% each day it is not turned in. (For example, if the deadline is 9:30 AM and you turn it in 9:40 AM and your final graded scored is 100% your assignment will automatically lose 25% off reducing it to 75%. An additional 25% will be deducted each day it is not turned in.) Please reference chart below

<table>
<thead>
<tr>
<th>how late?</th>
<th>penalty</th>
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<tbody>
<tr>
<td>0-23 hours</td>
<td>25%</td>
</tr>
<tr>
<td>24-47 hours</td>
<td>50%</td>
</tr>
<tr>
<td>48-71 hours</td>
<td>75%</td>
</tr>
<tr>
<td>72-96 hours</td>
<td>100%</td>
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</tbody>
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:: ARTV 2301 2D Animation/IMED 1345 Interactive Multimedia :: Spring 2017 Course Syllabus • Russ Armstrong
**INSTRUCTOR REQUIREMENTS**

*As your Instructor, it is my responsibility to:*

- Provide the grading scale and detailed grading formula explaining how student grades are to be derived
- Facilitate an effective learning environment through class activities, discussions, and lectures
- Description of any special projects or assignments
- Inform students of policies such as attendance, withdrawal, tardiness and make up
- Provide the course outline and class calendar which will include a description of any special projects or assignments
- Arrange to meet with individual students before and after class as required

*To be successful in this class, it is your (the student’s) responsibility to:*

- Attend class and participate in class discussions and activities
- Read and comprehend the handouts and help files where applicable
- Complete the required assignments and evaluations
- Ask for help when there is a question or problem
- Keep copies of all paperwork, including this syllabus, handouts and all assignments
- Adhere to HCC, department and instructor policies

**CLASSROOM POLICIES**

1. Students are responsible for adhering to all guidelines, procedures and requirements indicated in assignments and project handouts for the course.

2. Information covered in class will not be repeated for students who are tardy or absent. Students are responsible on getting lectures and assignments missed from other students. No make-up tests or classroom exercises will be given.

3. All assignments and projects must be completed by the student. Any work completed with the help of external sources such as lab technicians or past students/relatives etc. will result in a zero grade. Details will be given in each project or assignment.

4. Assignment/Project content or theme must NOT contain any inappropriate or offensive material (language, text, images, or Digital Media) that relates to any sexual, religious or political orientation.

5. References and credits (such as images, text information, media files, etc) used must be documented in each assignment/project where applicable.

6. Work turned in past the dateline will receive a lowered letter grade or possibly an F.

7. Assignments are to be saved on External disks. You may leave your files on the server or class computers, the department will not be responsible for any deleted files.

8. Student must either call or EMAIL the instructor if they cannot make it for onsite class.

9. Plagiarism is inexcusable and will result in an F for the assignment and possible expulsion from the class.

10. No software, hardware, or manuals may be removed from the lab. Software and manuals may not be copied. Lab rules are to be strictly followed. Failure to comply with these rules will mean expulsion from both class and lab.

11. All pagers, beepers and cell phones to be switched to silent mode.

12. Students are to apply for Web Site space via HCCS or own their own by the first week of classes. All completed assignments are to be uploaded to their web space by given deadlines.

13. Students are responsible for dropping classes on the given withdrawal date.
14. **IMPORTANT NOTE!** You will be administratively given an F automatically if you do not officially drop/withdraw from the course.

15. Everyone is highly advised to get the latest updated virus scanners on their computers.

Special request during Lab Meetings Onsite (where applicable), not mandatory but will be very much appreciated – Instructor is allergic to perfumes & strong fragrances. Please minimize usage if possible. (Thank you for your understanding)

**PROGRAM/DISCIPLINE REQUIREMENTS: IF APPLICABLE**

- Complete and comprehend the objectives and technologies involved in all graded assignments.
- Demonstrate the ability to apply creative thinking and problem solving to all class projects and assignments.
- Complete all reading assignments pertaining to the subject matter of the course.
- Attend class regularly, missing no more than 12.5% of instruction and lab time (12 hours)
- Arrive at class promptly and be prepared with necessary books, storage media, assignments, and anything else required.
- Exhibit safe and courteous lab habits.
- Develop and share knowledge and information with fellow students.
- Participate in keeping labs clean and organized; shutting down computers when finished; abiding by lab rules; showing respect for instructors, fellow students and lab assistants.
- Participate in class discussions and critiques.
- Demonstrate the ability to communicate in a clear, coherent manner.
- Turn in all assignments on time and in the manner required by the instructor.
- Demonstrate the ability to use computer-based technology and software applications as it applies to be given class.
- Understand and be proficient in computer file management, including saving and retrieving files.
- When possible, demonstrate the ability to use and understand both Macintosh and Window operating systems.
- Demonstrate knowledge and the ability to use applicable peripherals and storage devices.
- Develop a portfolio that illustrates concepts, techniques, and programs used in solving class assignment, including a written statement describing project concepts and processes.
- Demonstrate ability and creativity in using computer-based technology in communicating, solving problems and acquiring information.
- Accept responsibility for personal understanding of course requirements and degree plan.

*Using the above criteria, your work will be assessed on six levels:*

<table>
<thead>
<tr>
<th>grade</th>
<th>letter</th>
<th>description</th>
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<tbody>
<tr>
<td>90-100 %</td>
<td>A</td>
<td>Exceptionally fine work; superior in presentation, visual observation, comprehension and participation</td>
</tr>
<tr>
<td>80-89 %</td>
<td>B</td>
<td>Above average work; superior in one or two areas</td>
</tr>
<tr>
<td>70-79 %</td>
<td>C</td>
<td>Average work; good, unexceptional participation</td>
</tr>
<tr>
<td>60-69 %</td>
<td>D</td>
<td>Below average work; noticeably weak with minimal participation</td>
</tr>
<tr>
<td>below 60 %</td>
<td>F</td>
<td>Clearly deficient in presentation, style and content with a lack of participation</td>
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Students who wish to appeal a grade penalty should notify the instructional supervisor within 30 working days of the incident. A standing committee appointed by the College Dean of Instruction (Academic or Workforce) will convene to sustain, reduce, or reverse the grade penalty. The committee will be composed of two students, two faculty members, and one instructional administrator. A majority vote will decide the grade appeal and is final.

**INSTRUCTIONAL MATERIALS**

**REQUIRED TEXTBOOK – TBA**

External USB/FW Hard drives

Office Stationery – Pen, Pencil, Paper, *NOTE THAT THE DEPARTMENT IS NOT AN OFFICE SUPPLY RESOURCE!*

Software: Adobe Creative Cloud CC (New Students) – http://hccs.onthehub.com

*Textbook must be acquired by the end of the 3rd Week of class*

**HCC POLICY STATEMENT: ATTENDANCE**

The 2015–16 HCCS Catalog (Page 27) states the following:

Students are expected to attend classes regularly. Students are responsible for material covered during their absences, and it is the student’s responsibility to consult with instructors for makeup assignments. Instructors will check class attendance daily. Although it is the responsibility of the student to drop a course for nonattendance, the instructor has the authority to drop a student for excessive absences.

A student may be dropped from a course for absenteeism after the student has accumulated absences in excess of 12.5 percent of the hours of instruction (*including lecture and laboratory time*). For example:

For a three credit hour lecture class meeting three hours per week (48 hours of instruction), a student may be dropped after six hours of absences.

For a four credit hour lecture/lab course meeting six hours per week (96 hours of instruction), a student may be dropped after 12 hours of absences.”

ONSITE CLASS attendance is taken within the first 15 minutes of the class session. *You will be marked absent for unexcused lateness.* Your attendance is also considered part of the class participation, and as such can affect your grade. Please note that you will be administratively dropped if you exceed the 12.5% of instruction hours (2n four hour sessions for classes that meet once a week, OR 4n two hour sessions for classes that meet twice a week).

ONLINE CLASS attendance is monitored by online discussions and assignment submissions.

**WITHDRAWAL POLICY**

The State of Texas has begun to impose penalties on students who drop courses excessively. That is, if you repeat the same course more than twice, you have to pay extra tuition. In addition, as of SUMMER 2008, students are limited to no more than SIX total course withdrawals throughout their educational career at a Texas public college or university.
To help students avoid having to drop/withdraw from any class, HCC has instituted an Early Alert process by which your professor will “alert” you and counselors that you might fail a class because of excessive absences and/or poor academic performance. Contact your Professor or a Counselor to learn about what, if any, HCC interventions might be available to assist you – online tutoring, child care, financial aid, job placement, etc. – to stay in class and improve your academic performance.

**In order to withdraw from your class, you MUST contact a Counselor or your Professor and this must be done PRIOR to the withdrawal deadline to receive a “W” on your transcript.** If you do not withdraw before the deadline, you will receive the grade that you have earned by the end of the semester. Zeros averaged in for required assignments/tests not submitted will lower your semester average significantly, most likely resulting in a failing grade (“F”). Please do not contact both a Counselor and your Professor to request a withdrawal; either one is sufficient.

**AGAIN NOTE:** IT IS THE RESPONSIBILITY OF THE STUDENT TO WITHDRAW OFFICIALLY FROM A COURSE.

**Administrative drops are at the discretion of the instructor.** Failure of a student to withdraw officially could result in the student receiving a grade of “F” in the course.

The final withdrawal deadline for regular term and second start classes is listed in the course calendar section. However, classes of other duration (mini---term, flex---entry, 8---weeks, etc.) have different final withdrawal deadlines. Please visit the online registration calendars, HCC schedule of classes and catalog, any HCC Registration Office, or any HCC counselor to determine class withdrawal deadlines. Remember to allow a 24---hour response time when communicating via email or telephone with a Professor and/or counselor. Do not submit a request to discuss withdrawal options less than a day before the deadline.

**ACADEMIC HONESTY & PLAGIARISM POLICY**

A student who is academically dishonest is, by definition, not showing that the coursework has been learned, and that student is claiming an advantage not available to other students. The instructor is responsible for measuring each student’s individual achievements and also for ensuring that all students compete on a level playing field. Thus, in our system, the instructor has teaching, grading, and enforcement roles. You are expected to be familiar with the University’s Policy on Academic Honesty, found in the catalog. What that means is: If you are charged with an offense, pleading ignorance of the rules will not help you. Students are responsible for conducting themselves with honor and integrity in fulfilling course requirements. Penalties and/or disciplinary proceedings may be initiated by College System officials against a student accused of scholastic dishonesty. “Scholastic dishonesty”: includes, but is not limited to, cheating on a test, plagiarism, and collusion.

Cheating on a test includes:

- Copying from another students’ test paper;
- Using materials not authorized by the person giving the test;
- Collaborating with another student during a test without authorization;
- Knowingly using, buying, selling, stealing, transporting, or soliciting in whole or part the contents of a test that has not been administered;
- Bribing another person to obtain a test that is to be headministered.

**Plagiarism** means the appropriation of another’s work and the unacknowledged incorporation of that work in one’s own written work offered for credit.

Collusion mean the unauthorized collaboration with another person in preparing written work offered for credit.

**Violations** Possible punishments for academic dishonesty may include a grade of “0” or “F” on the particular assignment, failure in the course, and/or recommendation for probation or dismissal from the College System. A recommendation for suspension or expulsion will be referred to the College Dean of Student Development for disciplinary disposition.
USE OF CAMERA & RECORDING DEVICES

Use of recording devices, including camera phones and tape recorders, is prohibited in classrooms, laboratories, faculty offices, and other locations where instruction, tutoring, or testing occurs. Students with disabilities who need to use a recording device as a reasonable accommodation should contact the Office for Students with Disabilities for information regarding reasonable accommodations.

ADA STATEMENT

Any student with a documented disability (e.g. physical, learning, psychiatric, vision, hearing, etc.) who needs to arrange reasonable accommodations must contact Dr. Becky Hauri at 713------718------7910 in the Southwest College Disability Support Services Office at the beginning of each semester. Faculty is authorized to provide only the accommodations requested by the Disability Support Services Office.

To visit the ADA Web site, log on to www.hccs.edu, click Future Students, scroll down the page and click on the words Disability Information.

“The Houston Community College System seeks to provide equal educational opportunities without regard to race, color, religion, national origin, sex, age or handicap. This policy extends to employment, admission, and all programs and activities supported by the college.”

Access Student Services Policies on their Web site: http://central.hccs.edu/students/student-------handbook/

Access DE Policies on their Web site:

All students are responsible for reading and understanding the DE Student Handbook, which contains policies, information about conduct, and other important information. For the DE Student Handbook click on the link below or go to the DE page on the HCC website.

The Distance Education Student Handbook contains policies and procedures unique to the DE student. Students should have reviewed the handbook as part of the mandatory orientation. It is the student’s responsibility to be familiar with the handbook's contents. The handbook contains valuable information, answers, and resources, such as DE contacts, policies and procedures (how to drop, attendance requirements, etc.), student services (ADA, financial aid, degree planning, etc.), course information, testing procedures, technical support, and academic calendars. Refer to the DE Student Handbook by visiting this link:


Access CE Policies on their Web site:

http://www.hccs.edu/continuing-education/

EGLS3 - EVALUATION FOR GREATER LEARNING STUDENT SURVEY SYSTEM

At Houston Community College, professors believe that thoughtful student feedback is necessary to improve teaching and learning. During a designated time near the end of the term, you will be asked to answer a short online survey of research-based questions related to instruction. The anonymous results of the survey will be made available to your professors and department chairs for continual improvement of instruction. Look for the survey as part of the Houston Community College Student System online near the end of the term.
**CAMPUS CARRY LAW**

At HCC the safety of our students, staff, and faculty is our first priority. As of August 1, 2017, Houston Community College is subject to the Campus Carry Law (SB11 2015). For more information, visit the HCC Campus Carry web page at http://www.hccs.edu/district/departments/police/campus-carry/

**TITLE IX**

Houston Community College is committed to cultivating an environment free from inappropriate conduct of a sexual or gender-based nature including sex discrimination, sexual assault, sexual harassment, and sexual violence. Sex discrimination includes all forms of sexual and gender-based misconduct and violates an individual’s fundamental rights and personal dignity. Title IX prohibits discrimination on the basis of sex—including pregnancy and parental status—in educational programs and activities. If you require an accommodation due to pregnancy please contact an Abilities Services Counselor. The Director of EEO/Compliance is designated as the Title IX Coordinator and Section 504 Coordinator. All inquiries concerning HCC policies, compliance with applicable laws, statutes, and regulations (such as Title VI, Title IX, and Section 504), and complaints may be directed to:

David Cross
Director EEO/Compliance
Office of Institutional Equity & Diversity
3100 Main
(713) 718-8271
Houston, TX 77266-7517 or Institutional.Equity@hccs.edu