

## COURSE PLAN

### FIRST: BASIC INFORMATION

#### College

College Irbid University College

Department Applied Sciences

#### Course

Course Title Animation

Course Code 020902164

Credit Hours 2 (0 Theoretical, 2 Practical)

Prerequisite 020900112

#### Instructor

Name

Office No.

Tel (Ext)

E-mail

Office Hours

Class Times

Building Name	Day of Week	Start time	End time	Hall number

#### Text Book

Title :

#### References

- 1) Animation For Beginners: Getting Started with Animation Filmmaking, 2021, Morr Meroz, Bloop Animation Studios LLC
- 2) Timing for Animation, 40th Anniversary Edition 3rd Edition, 2021, Harold Whitaker), John Halas & Tom Sito, CRC Press

### SECOND: PROFESSIONAL INFORMATION

#### COURSE DESCRIPTION

This course specifies the skills and knowledge required to produce digital animation that conforms to users' requirements for animation artwork projects, using motion picture edit software. It includes the manipulation of images, videos, and audio files in order to create content such as web applications, games, cartoons, and contents for smart phone.

### COURSE OBJECTIVES

The objectives of this course are to enable the student to do the following:

- Develop a working competence in digital animation production using motion picture edit software
- Develop a working competence in embedding techniques to animation for web contents
- Develop a working competence in animation project management

### COURSE LEARNING OUTCOMES

By the end of the course, the students will be able to:

- **CLO1**. Explain the video project and basic operation of Adobe Animate
- **CLO2**. Employ user interfaces in Adobe Animate
- **CLO3**. Apply frame object management procedures to animation production
- **CLO4**. Apply animating and video techniques to animation production
- **CLO5**. Apply platform, exporting and publishing techniques to animation production

### COURSE SYLLABUS

Week	Topic	Topic Details	Related LO (chapter)	Proposed assignments
1	Introduction to Animate	<ul style="list-style-type: none"> <li>• What is Animate</li> <li>• Visual Glossary</li> <li>• Animate system requirements</li> <li>• Use the Stage</li> </ul>	<b>CLO1</b>	
2	Workspace and workflow	<ul style="list-style-type: none"> <li>• Animate workflow and workspace</li> <li>• Timelines and Action Script</li> <li>• Using Animate authoring panels</li> <li>• Create timeline layers with Animate</li> <li>• Moving and copying objects</li> <li>• Templates</li> <li>• "Undo, redo, and the History panel"</li> <li>• Optimization options for Images and Animated GIFs</li> <li>• Export settings for Images and GIFs</li> <li>• Publish content on multiple platforms</li> <li>• Work with Multiple File Types in</li> <li>• Creating and managing Paint brushes</li> </ul>	<b>CLO1</b>	
3	Tools 1	<ul style="list-style-type: none"> <li>• Selection Tool</li> </ul>	<b>CLO2</b>	



		<ul style="list-style-type: none"> <li>• Subselection</li> <li>• Free Transform Tool</li> <li>• 3D Rotation Tool</li> <li>• Lasso Tool</li> <li>• Pen Tool</li> <li>• Text Tool</li> <li>• Line Tool</li> <li>• Rectangle Tool</li> </ul>		
4	<b>Tools 2</b>	<ul style="list-style-type: none"> <li>• Oval Tool</li> <li>• Poly Star Tool</li> <li>• Pencil Tool</li> <li>• Paint Bucket</li> <li>• Ink Bottle Tool</li> <li>• Eyedropper Tool</li> <li>• Eraser Tool</li> <li>• Width Tool</li> <li>• Hand Tool</li> <li>• Zoom Tool</li> <li>• Stroke Color</li> <li>• Fill Color</li> </ul>	<b>CLO2</b>	
5	<b>Menus 1</b>	<ul style="list-style-type: none"> <li>• File</li> <li>• Edit</li> <li>• View</li> <li>• Insert</li> <li>• Modify</li> </ul>	<b>CLO2</b>	
6	<b>Menus 2</b>	<ul style="list-style-type: none"> <li>• Text</li> <li>• Commands</li> <li>• Control</li> <li>• Debug</li> <li>• Window</li> </ul>	<b>CLO2</b>	
7	<b>Animation 1</b>	<ul style="list-style-type: none"> <li>• Frame-by-frame animation</li> <li>• Working with Motion tweens</li> <li>• Shape tweening</li> <li>• Classic tween animation</li> <li>• Use frames and keyframes</li> <li>• Creating custom Components</li> <li>• Advertising with Animate</li> </ul>	<b>CLO3</b>	
8		<ul style="list-style-type: none"> <li>• Midterm Exam</li> </ul>		
9	<b>Animation 2</b>	<ul style="list-style-type: none"> <li>• Custom Brushes</li> <li>• Using property keyframes</li> </ul>	<b>CLO3</b>	

		<ul style="list-style-type: none"> <li>• Motion tweens vs Classic tweens</li> <li>• Motion tween and ActionScript</li> <li>• Animate position with a tween</li> </ul>		
10	<b>Animation and Interactivity</b>	<ul style="list-style-type: none"> <li>• Animation basics in Animate</li> <li>• Creating and applying Motion presets</li> <li>• Using Bone tool animation</li> <li>• Create buttons</li> <li>• Editing the motion path of a tween animation</li> <li>• Manipulating motion tweens</li> </ul>	<b>CLO4</b>	
11	<b>Multimedia and Video 1</b>	<ul style="list-style-type: none"> <li>• Transforming and combining graphic objects</li> <li>• Working with and create symbol instances</li> <li>• Using sound</li> <li>• Create video files for use</li> <li>• Add a video in Animate</li> <li>• Draw and create objects</li> <li>• Color Panels</li> <li>• Automating tasks with the Commands menu</li> <li>• Strokes, fills, and gradients</li> <li>• Drawing with the Pen tool</li> <li>• Draw lines &amp; shapes</li> <li>• Arranging objects</li> <li>• Apply patterns with the Spray Brushtool</li> </ul>	<b>CLO4</b>	
12	<b>Multimedia and Video 2</b>	<ul style="list-style-type: none"> <li>• Applying blend modes</li> <li>• 3D graphics</li> <li>• Exporting Sounds</li> <li>• Work with the libraries</li> <li>• Embed fonts for consistent text appearance</li> <li>• Scaling and caching symbols</li> <li>• Graphic filters</li> <li>• Reshape lines and shapes</li> <li>• Working with Adobe Color panel</li> <li>• Working with Illustrator AI files in Animate</li> </ul>	<b>CLO4</b>	



13	<b>Platforms, Exporting and Publishing 1</b>	<ul style="list-style-type: none"> <li>• Custom Platform Support</li> <li>• Creating and publishing a WebGL document</li> <li>• Publishing AIR for Android applications</li> <li>• Publishing for Adobe AIR for desktop</li> <li>• Enabling Support for Custom Platforms</li> <li>• How to export files from Animate</li> </ul>	<b>CLO5</b>	
14	<b>Platforms, Exporting and Publishing 2</b>	<ul style="list-style-type: none"> <li>• Export animations for mobile apps and game engines</li> <li>• Export QuickTime video files</li> <li>• Controlling external video playback with ActionScript</li> <li>• Specify publish settings</li> <li>• Exporting projector files</li> </ul>	<b>CLO5</b>	
15	<b>Final projects</b>	<ul style="list-style-type: none"> <li>• Applying a final project to use all Animate program skills</li> </ul>	<b>CLO1</b>	
16		<ul style="list-style-type: none"> <li>• Final Exam</li> </ul>		

### COURSE LEARNING RESOURCES

The methods used in teaching the program, are mentioned, such as lectures, discussion sessions, proactivity, and other activities

- Discussion and explanation sessions
- Practical activity and execution

### ONLINE RESOURCES

- <https://helpx.adobe.com/animate/tutorials.html>

### ASSESSMENT TOOLS

Assessment Tools	%
Homework	5%
Report	5%
Quiz	10%
Mid Exam	20%
Experience/Attendance/Participation	10%
Final Exam	50%



Total Marks	100%
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### THIRD: COURSE RULES

#### ATTENDANCE RULES

Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

#### GRADING SYSTEM

Example:

Course Marks Average		
Average	Maximum	Minimum
Excellent	100%	90%
Very Good	89%	80%
Good	79%	70%
Satisfactory	69%	60%
Weak	59%	50%
Failed	49%	35%

#### REMARKS

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#### COURSE COORDINATOR

Course Coordinator		Department Head	
Signature		Signature	
Date		Date	