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| dau_logo_BW | **EASTERN MEDITERRANEAN UNIVERSITY**  **SCHOOL OF COMPUTING AND TECHNOLOGY**  **DEPARTMENT OF INFORMATION TECHNOLOGY**  **COURSE POLICY SHEET** |  |

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| **Course Code** | ITEC 457 | **Course Title** | Advanced Animation Techniques and Project Development |
| **Semester** | 2016-2017 Spring | **Language** | English |
| **Category** | AE (Area Elective) | **Level** | Fourth Year |
| **Workload** | 180 Hours | **Teaching Format** | 3 Hours Lecture, 1 Hour Laboratory |
| **EMU Credit** | (3,1,0) 3 | **ECTS Credit** | 6 |
| **Prerequisite(s)** | - | **Course Web** | http://courses.sct.emu.edu.tr/oylum |

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| **Instructors(s)** | Asst. Prof. Dr. Hasan Oylum Office Tel: 0090 392 630 1671 | | |
| **e-mail(s)** | hasan.oylum@emu.edu.tr | **Office No:** | CT118 |

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| **Course Description** |
| This course covers advanced topics in animation such as the use of components for advanced project development. Some selected topics are real time applications for game development, web sites, advertisement, multimedia profile for a project (the use of sound, video, text and main animation effects on selected application), CD preparation techniques, use of advanced ActionScripts on animations. |

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| **General Learning Outcomes** |
| On successful completion of this course students should be able to:   * Strengthen on more advanced movie essentials: “Authoring environment, Timeline, Frames, Layers and Scenes”. * Use movies and built-in library symbols on real time applications. * Use bitmap images and their applications with ActionScripts. * Developed more advanced animation techniques, such as: motion tweening, shape tweening, masking on the selected project topics. * Analyse and use the advanced ActionScript on animations. * Integrate sounds on animations and their manipulations on any project. * Developed the advanced animations with their Internet applications. * Use their knowledge on a project, such as game development or a multimedia profile for a company. |

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| **Teaching Methodology / Classroom Procedures** |
| * Course will be given to the student interactively in the lab hour * This course has highly practical applications * For the lectures selected tutorials will be published for the student. Students are responsible to check the web site and during the class should perform the tutorials. * Students should attend to the labs just on time and regularly, 60 % absenteeism will automatically failed the student * Students are responsible to submit the given assignments on date and time announced. * Every students are responsible to participate a team project and submit its’ CD. * An individual personal project will be assigned for each student, so students are responsible to take and submit their project. * At least two lab works will be organized for the students. Lab work topic will be announced within the lab hour and collected at the en d of the lab session to be evaluated. * The topic of the exam will be announced before the exam. Students are responsible to develop an interface for the announced topic and bring to the lab on the exam date and time. During the exam period small modifications will be added into their previously prepared interface. * Instructor Home Page, http://sct.emu.edu.tr/oylum must frequently be visited for the course announcements, exams, tutorials, etc. |

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| **Course Materials / Main References** |
| ***Text Book:***  Jim Shuman, Adobe® Flash® CS5 Revealed, DELMAR CENGAGE Learning, International Edition, ISBN-13: 978-1-111-13057-2. ISBN-10: 1-111-13057-4, 2011.  ***Resource Books:***   1. Jim Shuman, *Macromedia Flash 8 Revealed,* Thomson Course Technology, 2006. 2. Sham Bhangal, *ActionScript for Flash MX 2004*, an Apress Company., 2004. 3. E-book: *Flash 8 Projects for Learning Animation and Interactivity*. 4. James D. Foley, Andries van Dam, Steven K. Feiner, John F. Huges, *Computer Graphics: Principles and Practice,* Addison-Wesley Publishing Company Inc., 1990. 5. Sham Bhangal, Amanda Farr, Patrick Rey, *Foundation Flash 5*, Friends of ED, 2000.   ***Lecture Notes:***  After the lecture all of the tutorials will be published through the internet as a \*.zip or \*.rar format. |

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| **Weekly Schedule / Summary of Topics** | |
| **Week 1** | Revision for the use of main animation techniques and their applications by using Adobe Flash. |
| **Week 2** | Announcement the rules of assignments and clarify the requirements for the first assignments. |
| **Week 3** | Control of the animations by using advanced ActionScripts. The use of components such as combobox. |
| **Week 4** | More on advanced ActionScripts and their applications. |
| **Week 5** | Advanced ActionScripts and their applications on game development. |
| **Week 6** | Advanced ActionScripts and their applications on advertisement. |
| **Week 7-8** | **Midterm Examinations Week** |
| **Week 9** | Advanced ActionScripts and their applications on web site development. |
| **Week 10** | Multimedia profile on a project and CD preparations. |
| **Week 11** | Producing prototypes and demonstrating interactive animations with their ActionScripts. |
| **Week 12** | Developing an individual and team work applications; usability, testing and evaluation. (1 week) |
| **Week 13** | Term project and team project control; usability, testing and evaluation. |
| **Week 14** | Changing designs in response to testing and evaluation outcomes on term project. |
| **Week 15** | Evaluation and feedback for students’ projects. Revision for Final Exam. |
| **Week 16-18** | **Final Examinations Week** |

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| **Requirements** |
| * Each student can have only one make-up exam. One who misses an exam should provide a medical report within 3 days after the missed exam. The make-up exam will be done at the end of the term and will cover all the topics. No make-up exam will be given for the quizzes. * Students who do not pass the course and fail to attend the lectures regularly may be given NG grade. * Students are responsible from every subject that will be covered in the lab. * Students have to be ready for the lab works. * Students should submit their assignments, projects and lab works just on time. * Students are responsible to develop a team and personal project and present it at the end of the semester. * Tutorials will be organized on animation techniques by using Adobe Flash CS5. |

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|  | **Method of Assessment** | | | | |
| **Evaluation and Grading** | **Exam Projects** | **Assignments** | **Personal Project** | **Team Project** | **Lab Work** |
| **Percentage** | 40 % | 25 % | 15 % | 10 % | 10 % |

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| **Grading Criteria \*** | | | | | | | | | | | |
| **A** | **A-** | **B+** | **B** | **B-** | **C+** | **C** | **C-** | **D+** | **D** | **D-** | **F** |
| 90 -100 | 85 - 89 | 80 - 84 | 75 - 79 | 70 - 74 | 65 - 69 | 60 - 64 | 56 - 59 | 53 - 55 | 50 - 52 | 40 - 49 | 0 – 39 |

\* Letter grades will be decided upon after calculating the averages at the end of the semester and distribution of the averages will play a significant role in the evaluation of the letter grades.