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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 456 | **Course Title** | Applied Animation Techniques |
| **Semester** | 2017-2018 Spring | **Language** | English |
| **Category** | UE (University Elective) | **Level** | Third-Fourth Year |
| **Workload** | 180 Hours | **Teaching Format** | 3 Hours Lecture, 2 Hours Laboratory |
| **EMU Credit** | (2,3,0) 3 | **ECTS Credit** | 6 |
| **Prerequisite(s)** | - | **Course Web** | http://staff.emu.edu.tr/hasanoylum |

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| **Instructors(s)** | Senior Instructor Hasan Oylum | | |
| **e-mail(s)** | hasan.oylum@emu.edu.tr | **Office No:** | CT118 |

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| **Course Description** |
| Creating Mouse Tools. Pop-Up Windows in Graphics. Creating pop-up windows. Interactive Drawing Tools.  A CAD Program.  (Two, Three)-Dimensional Graphics. Solid Modeling. Use of Ready Graphics Tools to develop animations. Current and future trends in animations. |

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| **General Learning Outcomes** |
| On successful completion of this course students should be able to:   * Use movie essentials such as “Authoring environment, Timeline, Frames, Layers and Scenes”. * Standardized on the use of toolbox to design a model for animating the designed objects. * Analyse how to create movie symbols and the use of built-in library symbols. * Do and managing the content on the stage, such as transforming objects, stacking orders etc.. * Practiced on the use of colors to manipulating objects and essentials of importing and using bitmaps. * Analyse the use of animation techniques, such as: Motion tweening, shape tweening, masking * Expert on, the use of ActionScript on animations. * Capable of how to integrate sounds on animations. * Standardized on animations and their Internet applications. * Practiced and using their knowledge on a project, such as game development or a multimedia profile for a company etc.. |

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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 * All the lectures, labs, quizzes, etc. will be in front of the computer * Students should attend to the labs just on time and regularly, 60 % absenteeism will automatically failed the student * Students are responsible to develop a term project and present it at the end of the semester * During the exam surfing through the internet or cheating with your friend (talking, sharing files, documents, etc. are strictly forbidden) * Instructor Home Page, http://sct.emu.edu.tr/oylum must frequently be visited for the course announcements, the exam/quiz results, etc. |

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| **Course Materials / Main References** |
| ***Text Book:***  Jim Shuman, Adobe® Flash® CS5 Revealed, DELMAR CENGAGE Learning, 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:***  All lab applications will be published through the internet as an \*.fla files (Use **winrar** to get flash samples). |

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| **Weekly Schedule / Summary of Topics** | |
| **Week 1** | **Introduction:** Graphics environment, movie essentials and animation techniques |
| **Week 2** | **Introduction to graphics environment and movie essentials:** Keyframe, Motion Tween, Timeline, Frames, Layers, Scenes |
| **Week 3** | **The use of symbols:** Graphic, button, movie clip symbols and libraries |
| **Week 4** | **Managing content on the stage:** Grouping and transforming objects |
| **Week 5** | **Animation Techniques on:** Fonts, Colors and Text processing |
| **Week 6-7** | **Basic Animations:** Motion tweening and motion guide techniques, Shape tweening techniques, Masking with text and bitmaps |
| **Week 7-8** | **Midterm Examinations Week** |
| **Week 9** | **Actions and interactions:** Creating animated buttons and ActionScripts |
| **Week 10** | **Applications on Action Scripts:** Intelligent actions |
| **Week 11** | The use of sounds and videos on the stages of animation |
| **Week 12** | Flash and the Internet, Web page Preparation & Publishing a movie |
| **Week 13-14** | Intermediate ActionScript and futures cape  Term Project Presentation and Submission |
| **Week 15-17** | **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 practical quizzes; no make up will be given to the practical quizzes. But one of the worst quizzes will be eliminated. * Students should attend to the labs and quizzes just on time regularly and submit their quiz results and projects. * Within the first two weeks each students are expected to choose a term project topics from the published list and register their topic through the assistant * Students are responsible to develop a term project and present it at the end of the semester * During the exam surfing through the internet or cheating with your friend (talking, sharing files, documents, etc.) are strictly forbidden. * Instructor Home Page, http://sct.emu.edu.tr/oylum must frequently be visited for the course announcements, the exam/quiz results, etc. * Tutorials will be organized on animation techniques by using Adobe Flash CS5. |

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| **Method of Assessment** | | | | |
| **Evaluation and Grading** | **Project** | **Quizzes (Practical)** | **Midterm Exam** | **Final Exam** |
| **Percentage** | 20 % | 20 % | 20 % | 40 % |