

STANDARDIZED COURSE OUTLINE

SECTION I

SUBJECT AREA AND COURSE NUMBER: CSA 220

COURSE TITLE: Web Graphics

COURSE CATALOG DESCRIPTION:

This course is designed for web developers who want to enhance web sites with optimized graphics, multimedia, and animation using various web graphic software tools. Topics include bitmap graphics, vector graphics, graphical file formats, compression techniques, interactive graphics, multimedia, and animation. The course requires substantial hands-on use of computer software packages such as Adobe Flash and Adobe Fireworks in the computer lab to illustrate these topics. *Prerequisite: CST* 150.*

LECTURE HOURS PER WEEK: 3

CREDIT HOURS: 3

LAB HOURS PER WEEK (if applicable): n/a

PREREQUISITE(S): CST* 150 – Web Design and Development I

SECTION II

A. SCOPE:

This course provides a comprehensive introduction to the principles of computer web graphics using various features of the Adobe Web Collection software suite. This course focuses on step-by-step instructions and in-depth explanations of Adobe Flash and Adobe Fireworks. The course topics include: Getting started with Flash, Drawing Objects in Flash, Working with Symbols and Interactivity, Creating Animations, Creating Special Effects; Getting started with Fireworks, Working with Objects, and Importing, Selecting, and Modifying Graphics.

B. REQUIRED WORK:

Will vary by instructor. Students will be expected to do all required readings, assignments, tests, and quizzes as outlined by their instructor.

C. ATTENDANCE AND PARTICIPATION:

Regular attendance, assignment submission timeliness, promptness and class/lab participation will be expected. Instructors will include specific attendance and participation policies requirements in their class syllabi.

D. METHODS OF INSTRUCTION:

Methods may include any of the following: lecture, lecture/discussion, small group, collaborative learning, experimental/exploration, distance learning, student presentations, computer demonstrations, or use of technologies such as audio-visual materials and computer laboratory equipment. Emphasis will be on hands-on computer exercises and problems.

E. OBJECTIVES, OUTCOMES, and ASSESSMENT

Students' grades will be based on achievement of learning the objectives and outcomes listed below as measured by the instructor's methods of assessment:

LEARNING OBJECTIVES	LEARNING OUTCOMES	ASSESSMENT METHODS
To demonstrate an understanding of:	Student will:	As measured by:
Basic skills using Adobe Flash software	a) Identify components of the Flash workspace b) Open, create, and save documents c) Create, save, play, and distribute movies d) Arrange visual content with the timeline e) Design a web site	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Drawing Objects in Adobe Flash	a) Identify the Flash drawing tools b) Edit objects, text, and layers c) Select and apply colors	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Working with Symbols and Interactivity	a) Create symbols and instances b) Manage symbols with libraries c) Create buttons d) Assign actions to buttons	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Creating Animations	a) Create frame-by-frame animations b) Create motion-tweened animation c) Animate objects with motion guides d) Create animation effects e) Animate text	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Creating Special Effects	a) Create shape-tweened animations b) Add sound and scenes c) Create animated navigation bar	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Basic skills using Adobe Fireworks software	a) Identify components of the Fireworks work environment b) Open, edit, and save new and existing documents c) Modify and resize bitmap images d) Create and modify shapes and text	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
Working with Objects	a) Create shapes using vector tools b) Modify multiple vector objects c) Modify colors d) Apply filters and styles to objects and text	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams
10. Importing, Selecting, and Modifying Graphics	a) Import graphics files b) Manipulate bitmaps using selection tools c) Select and modify pixels using selection areas	<ul style="list-style-type: none"> • Homework/Lab assignments; • Written and Oral activities; • Projects and Presentations; • Quizzes and Exams

F. TEXT(S) AND MATERIALS:

An appropriate Adobe Flash and Fireworks text, such as:

Text: *The Web Collection Revealed: Adobe Dreamweaver, Flash, & Fireworks*
(current edition)

Author: Bishop, Shuman, & Waxer

Publisher: Course Technology

G. INFORMATION TECHNOLOGY:

This course is an information technology course and will require extensive computer lab time both for teaching and performing assignments. Students will require network accounts with access to the Internet and current versions of Adobe Flash and Adobe Fireworks.