SYLLABUS
PART I
EDISON STATE COMMUNITY COLLEGE
IMD 235S 2-D ANIMATION
3 CREDIT HOURS

COURSE DESCRIPTION
In-depth study of 2-D animation with an emphasis on creating graphics and text, animating symbols, shapes, and characters, tweening, working with sound and video, and publishing animations. Creating interactive navigations and virtual reality environments are also discussed. Prerequisite: IMD 131S. Lab fee.

COURSE GOALS
The student will:

Bloom's Level		Program Outcomes
3	1. Demonstrate a technical understanding of the use of appropriate software in producing and editing 2-D animations.	4, 5, 6
3	2. Apply the principles of effective design to 2-D animations.	3, 5, 6
3	3. Prepare 2-D animations for dissemination in various media.	5, 6
5	4. Produce, compile, and edit 2-D animations for inclusion in a portfolio.	5, 6, 8, 9
5	5. Critique, analyze, and discuss own work, the work of peers, and the work of other graphic designers.	1, 2, 8

CORE VALUES
The Core Values are a set of principles that guide Edison State in creating its educational programs and environment. They will be reflected in every aspect of the College. Students' educational experiences will incorporate the Core Values at all levels, so that a student who completes a degree program at Edison State will not only have been introduced to each value, but will have had them reinforced and refined at every opportunity.

TOPIC OUTLINE
1. Getting Started with 2-D Animation
2. Creating Graphics and Text
3. Animating Symbols
4. Tweening
5. Animating Characters
6. Controlling the Camera
7. Animating Shapes and Using Masks
8. Creating Interactive Navigation
9. Creating Virtual Reality Environments
10. Working with Sound and Video
11. Publishing 2-D Animations