

## Interactive Digital Media II (IMED 2345)



**Credit:** 3 semester credit hours (2 hours lecture, 4 hours lab)

**Prerequisite/Co-requisite:** None

### Course Description

Instruction in the use of scripting languages to create interactive digital media applications.

### Required Textbook and Materials

1. No required text book, will have list of recommended readings and sites in Black Board.
2. Access to Adobe Master Collection.

### Course Objectives

Upon completion of this course, the student will be able to:

1. Write or adapt scripts for interactivity
2. Develop digital media applications
3. Implement control structures

### Course Outline

- A. Basic Animation
  - 1. Layer Effects
  - 2. Animation Presets
- B. Animating Text
  - 1. Keyframes
  - 2. Parenting
- C. Layers & Shapes
  - 1. Custom shapes
  - 2. Cartoon Effects
- D. Animating Presentations
  - 1. Anchor Points
  - 2. Vector Shapes
- E. Animating Layers
  - 1. Pick Whip
  - 2. Track Matte
- F. Mask
  - 1. Mask Types
  - 2. Mask Effects
- G. Puppet Tool
  - 1. Deform Pins
  - 2. Animation Pins
- H. 3D Objects
  - 1. Building
  - 2. Null Objects
- I. 3D Features
  - 1. Camera Animation
- J. 3D Camera Tracking
  - 1. Tracking footage
- K. Advanced Editing
  - 1. Warp Stabilizer
- L. Rendering & Output
  - 1. Templates
- M. Working w/ Text
  - 1. Frames
  - 2. Story Editor
- N. Typography
  - 1. Font
  - 2. Type
- O. Working w/ Color
  - 1. Colors
  - 2. Gradients
  - 3. Tints
- P. Working w/ Styles
  - 1. Types of styles

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### Course Syllabus

- 2. Object Styles
- Q. Printing & Exporting
  - 1. Packaging
  - 2. Media Types
- R. Ebooks
  - 1. Metadata
  - 2. EPub
- S. Editing Shapes
  - 1. Drawing Modes
  - 2. Behind Mode
  - 3. Shape Builder
- T. Transforming Objects
  - 1. Artboards
  - 2. Guides
- U. Pen Tool
  - 1. Lines
  - 2. Curves
- V. Color & Painting
  - 1. Color Controls
  - 2. Color Content
- W. Type & Layers
  - 1. Text Types
- X. Colors & Shapes
  - 1. Methods & Editing
- Y. Effects
  - 1. Live Effects
  - 2. Pathfinder
- Z. Importing to other Applications

### Grade Scale

90 – 100	A
80 – 89	B
70 – 79	C
60 – 69	D
0 – 59	F

### Course Evaluation

Final grades will be calculated according to the following criteria:

1. Daily Work	35%
2. Homework	35%
3. Test & Project	30%

### Course Requirements

1. Plan and coordinate digital media projects
2. Develop interactive courseware modules
3. Create storyboards and treatments
4. Apply consistent design conventions.

### Course Policies

1. No food, drinks, or use of tobacco products in class.
2. Cellphones, MP3 players, Tablet, Laptops, Notebooks and any other electronic devices must be turned off while in class.
3. Do not bring children to class.
4. No late assignments will be accepted.
5. Tests. Students that miss a test are not allowed to make up the test. Students that miss a test will receive a grade of '0'.

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### Course Syllabus

- Attendance Policy. Two absences are allowed. If a student is tardy to class or departs early three (3) times, it will be equal to one (1) absence. Each absence beyond two absences will result in a 5 point deduction from your final grade.
- If you wish to drop a course, the student is responsible for initiating and completing the drop process. If you stop coming to class and fail to drop the course, you will earn an 'F' in the course.
- Additional class policies as defined by the individual course instructor.

### Disabilities Statement

The Americans with Disabilities Act of 1992 and Section 504 of the Rehabilitation Act of 1973 are federal anti-discrimination statutes that provide comprehensive civil rights for persons with disabilities. Among other things, these statutes require that all students with documented disabilities be guaranteed a learning environment that provides for reasonable accommodations for their disabilities. If you believe you have a disability requiring an accommodation, please contact the Special Populations Coordinator at (409) 880-1737 or visit the office in Student Services, Cecil Beeson Building.

### Course Schedule

Week of	Topic	Reference
Week 1	Basic Animation Animating Text	After Effects After Effects
Week 2	Layers and Shapes Animating Presentations	After Effects After Effects
Week 3	Animating Layers Mask Project 1	After Effects After Effects Comprehensive AE
Week 4	Puppet Tool 3D Objects	After Effects After Effects
Week 5	3D Features 3D Camera Tracking	After Effects After Effects
Week 6	Advanced Editing Rendering & Output Project 2	After Effects After Effects Comprehensive AE
Week 7	Working w/ Text Typography	InDesign InDesign
Week 8	Working w/ Color Working w/ Styles	InDesign InDesign
Week 9	Printing & Exporting EBooks Project 3	InDesign InDesign Comprehensive InDesign
Week 10	Editing Shapes Transforming Objects	Illustrator Illustrator
Week 11	Pen Tool	Illustrator

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Course Syllabus

<b>Week of</b>	<b>Topic</b>	<b>Reference</b>
	Color & Painting	Illustrator
Week 12	Types & Layers	Illustrator
	Colors & Shapes	Illustrator
Week 13	Effects	Illustrator
	Importing & Exporting to other Mediums	Illustrator
Week 14	Project 3	Comprehensive Illustrator
Week 15	Final Project	Comprehensive
Week 16	Final Project Certification	Comprehensive

**Contact Information:**

**Instructor:** Josh McNamara  
**Office:** Office 227, Technology Center  
**Telephone:** (409) 839-2914  
**E-mail:** [jsmcnamara@lit.edu](mailto:jsmcnamara@lit.edu)  
**Office Hours:** 10-11 a.m. MWF; 3-4 p.m. MW; 11-3 p.m. TR