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.

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

Approved 12/2013
IMED 2345
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’.
6. 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.

7. 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.

8. 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

<table>
<thead>
<tr>
<th>Week of</th>
<th>Topic</th>
<th>Reference</th>
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<tbody>
<tr>
<td>Week 1</td>
<td>Basic Animation</td>
<td>After Effects</td>
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<td></td>
<td>Animating Text</td>
<td>After Effects</td>
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<td>Week 2</td>
<td>Layers and Shapes</td>
<td>After Effects</td>
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<td>Animating Presentations</td>
<td>After Effects</td>
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<td>Week 3</td>
<td>Animating Layers</td>
<td>After Effects</td>
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<td>Mask</td>
<td>After Effects</td>
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<td>Project 1</td>
<td>Comprehensive AE</td>
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<td>Week 4</td>
<td>Puppet Tool</td>
<td>After Effects</td>
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<td>3D Objects</td>
<td>After Effects</td>
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<td>Week 5</td>
<td>3D Features</td>
<td>After Effects</td>
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<td>3D Camera Tracking</td>
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<td>Week 6</td>
<td>Advanced Editing</td>
<td>After Effects</td>
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<td>Rendering &amp; Output</td>
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<td>Project 2</td>
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<td>Week 7</td>
<td>Working w/ Text</td>
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<td>Week 8</td>
<td>Working w/ Color</td>
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<td>Working w/ Styles</td>
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<td>Week 9</td>
<td>Printing &amp; Exporting</td>
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<td>EBooks</td>
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<td>Project 3</td>
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<td>InDesign</td>
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<td>Week 10</td>
<td>Editing Shapes</td>
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<td>Transforming Objects</td>
<td>Illustrator</td>
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<tr>
<td>Week 11</td>
<td>Pen Tool</td>
<td>Illustrator</td>
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### IMED 2345
Course Syllabus

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<tr>
<th>Week of</th>
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<tr>
<td></td>
<td>Color &amp; Painting</td>
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<td>Week 12</td>
<td>Types &amp; Layers</td>
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<td>Colors &amp; Shapes</td>
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<td>Week 13</td>
<td>Effects</td>
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<td>Importing &amp; Exporting to other Mediums</td>
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<td>Week 14</td>
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### Contact Information:

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