



# GRA 1752C

## Graphic Imaging 1

An Introduction to pixel and vector based animation for the Internet.

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# **GRA 1752C Graphic Imaging 1**

## **An Introduction to pixel and vector based animation for the Internet.**

Course handout written by David W. Smith 2006

This course will introduce students in the Graphic Internet Technology program to digital imaging for the Internet. It will introduce students to the hardware and software necessary to produce static, animated and video images to standards for distribution on or use in web design on the Internet. Students will be introduced to new applications used to produce static, animated and video images. Students will be introduced to the creative use of digital video, animated artwork, rollovers and video codecs. Students will also be introduced to creative and production aspects of motion graphics for GIF animations, Quicktime movies, and Flash vector animations. It is required for students in the Graphic Internet Technology degree. It is also recommended for publishing, web design or advertising industry personnel who wish an introduction to Internet imaging and animation.

Prerequisite: GRA1280c Intro to Digital Imaging, GRA 2577c Electronic Photoshop, GRA 2207c is also recommended but not required. Special Fee [2 hr.Lecture, 2 hr. Lab = 6 Clock hrs. (96 college hrs. Total)] (Minimum 81.6 Hrs.)

### **Course Competencies:**

1. Students will learn the CPU, Hard Disk, and Ram requirements of Adobe Photoshop, Adobe Imageready, Flash MX, and Adobe AfterEffects Pro.
2. Students will understand the differences between frame based animation and time based animation and produce examples of each.
3. Students will learn how to prepare and import digital camera, scanner, and digital video files to be imported into static and motion graphics applications.
4. Students will learn how to import images from print and publishing applications to be used in static and motion graphics applications.
5. Students will learn how to work with time based code and associated dialogue boxes in, static and motion graphics applications..
6. Students will learn how to prepare photographs, digital images and other elements according to bandwidth, download, color and image quality requirements.
7. Students will be introduced and have introductory practice in the use of the tool bar and tools, menus and their features, options and associated dialog options for, static and motion graphics applications.
8. Students will understand the concepts and production requirements to work with digitized video and output it to produce Quicktime and .SWF Internet content.
9. Students will learn the relationship of image formats to image and quality requirements to produce Quicktime and .SWF Internet content.
10. Students will produce a variety of animated navigation buttons with associated links.
12. Students will produce a variety of animated .gif animations.
13. Students will produce artwork in vector format and produce animated .SWF Internet movies.
14. Students will demonstrate the ability to produce animations and video to standards for use in web design applications such as Adobe Golive or Macromedia Dreamweaver.
15. Students will understand the concept of making and editing masks and be able to use masks to produce projects with motion graphics applications.
16. Students will produce three types of vector based morhping animations including: text to text, text to shape and shape to shape.
17. Students will create Quicktime and .SWF digital portfolios authored on t a CD to showcase their creativity and mastery of motion graphics applications.

## **TEXTBOOK**

The textbook to be used for this course is:

Creating Motion Graphics with After Effects, Volume 1: The Essentials 3rd edition  
(Version 6.5) by Trish Meyer, Chris Meyer ISBN: 157820-249-3

## **SUPPLIES**

The following supplies will be required for this course:

1. One loose-leaf binder, 3-4-inch spine.
2. Loose-leaf filler paper, 100 sheets.
3. Five Blank CDR discs.
4. Highlighter pen- Yellow.
- 5.USB or Firewire drive.
6. Sketch pad and colored pens or pencils.
7. Layout paper, 8 1/2-by-11 inches, 100 sheets,
8. One plastic clear ruler with inches.

## **CLASS ATTENDANCE GRADE**

Students are expected to attend every class regularly and to arrive on time for each class. Excessive absences and tardiness will affect the student's final grade average. It is the student's responsibility to make up class work and notes when absent or late for class. The attendance grade will be expressed as a percentage of the number of hours the class meets during the semester and will constitute one-quarter of the student's final grade.

## **QUIZ GRADES**

Quizzes will be given. If you do not take the quiz or test on the assigned date, you will be given a makeup quiz and will lose 10 percent of your grade. If you are absent or tardy and excused, you will be given a make-up quiz but will not lose 10 percent of your grade. The quiz and project grades will constitute three-fourth's of your final grade depending on whether a final exam is given.

## **PROJECT GRADES**

Projects will have an assigned due date to be completed. If they are not handed in on time they may lose one letter grade of the project. The projects will be graded on their neatness, completeness and accuracy of following instructions, and how well you completed the project objectives. This course has twelve projects including vector portfolio and After Effects portfolio CD's.

## **FINAL EXAM**

The final exam will be given on the assigned date and is up to the instructor whether it is given. The average grade of all the quizzes and projects will be the determining factor. If you do not take the final exam on the required date you must make special arrangements with the instructor to take a make-up final exam which will be longer in length and you will lose 20 percent. The Final Exam grade may constitute 10 percent of your grade.

**GRA 1752** is a four-credit course which meets 84.8 hours during the semester. Enough time is scheduled to complete the assigned projects during the regular hours of the course. Students can come into the Graphic's computer labs to do lab work only if the instructor in-charge at that time has given them permission. Students are highly recommended to practice the applications on their own time or use the MDC Computer Courtyard.

## **GRADING SCALE**

The grading scale for all elements of this course is as follows:

A = 100 - 93

B = 92 - 84

C = 83 - 70

D = 69 - 62

F = below 62

## **SAFETY**

Please observe the following safety guidelines:

1. Note evacuation routes and procedures posted by doors inside the lab.
2. A fire alarm consists of a triple horn/buzzer effect. When a fire alarm is sounded, please exit orderly and quickly.
3. Please enter and exit only through designated doorways. All other entrances are emergency exits only and an alarm will sound if they are opened.
4. A first aid case is located in room 3133 for minor injuries.
5. Retract the blade of the cutter when not in use.
6. Never eat, drink, or smoke in the labs.
7. Never touch any cabling without supervision.
8. Never cover the computer's ventilation holes with books, papers, etc.
9. Never expose diskettes to extreme temperatures or magnetic fields. Never touch the magnetic media with your hands.
10. Do not bring computer games or other programs to the lab. Do not boot the computer with a system diskette or disable the computer's virus checkers.
11. Do not attempt to Trash other students work on the server.
12. Please be respectful of your fellow students.

## **PERIODICALS**

1. Wired Magazine, monthly magazine.
2. Interactive Magazine, bi-monthly magazine.
3. Step by Step Electronic Design, monthly magazine.
4. Adobe Magazine
5. Computer Artist Magazine

Warning: Copying software is illegal.  
Do not copy programs or ask instructors  
to copy programs for you.  
In an effort to preserve the environment,  
recycling boxes are located around the  
room for refuse paper.  
Special concessions, such as reserved  
computer workstations, will be made  
for the physically challenged.

## RESOURCES

URL's that are of assistance to anyone doing Internet digital imaging, or digital animation.

Adobe Photoshop support:

<http://www.adobe.com/supportservice/custsupport/SOLUTIONS/topissuesps.htm>

Apple tech support:

<http://www.info.apple.com/>

FLASH MX

<http://www.flashkit.com/tutorials/index.php>

AFTEREFFECTS

<http://www.creativecow.net/index.php?forumid=2>

<http://studio.adobe.com/search/search?f=m&product=3>