

BOROUGH OF MANHATTAN COMMUNITY COLLEGE
The City University of New York
MULTIMEDIA PROGRAMMING & DESIGN

Title of Course:

Introduction to 2D Animation

Fall 2004

MMP 260

Lecture Hrs/Wk: 2

Lab Hrs/Wk: 2

Credits: 3

A. Description:

Students will learn to design and create motion graphics for multimedia, building projects appropriate both for Internet applications and for film and video.

Students will learn how to use a vector-based animation program such as Flash MX and animation and visual effects compositing programs to create original work. An emphasis will be placed on planning projects and developing narratives through the use of storyboards.

B. Objectives:

By the end of the course the student will be expected to:

- Understand how to create and develop a narrative with storyboarding
- Analyze motion and recreate realistic movement studies
- Use shape and motion tweening
- Create complex scenes using nested movie clip symbols
- Create and apply effects to compositions
- Modify shapes, adjust motion paths, synchronize movement
- Create and animate text in both Flash MX and AfterEffects

C. Required Texts and/or Supplemental Material:

Macromedia Flash MX for Windows and Macintosh (Visual QuickStart Guide) by Katherine Ulrich Publisher: Peachpit Press ISBN: 0201794810

After Effects 5 Bible by J.J. Marshall and Zed Saeed Publisher: John Wiley & Sons ISBN: 0764536559

D. Prerequisites: MMP 100

Basic Skills: ENG 088, ESL 062, RDG 062, MAT 010/011

E. Evaluation and Requirements of Students:

Class and homework assignment:	30%
Midterm Project	25%
Final Project:	35%
Class performance and attendance:	10%

F. Attendance Policy

The College's attendance policy states: "At BMCC, the maximum number of absences is limited to one more hour than the number of **hours** a class meets in one week. In the case of excessive absence the instructor has the option to lower the grade or assign an 'F' or 'WU' grade."

G. Outline of Topics:

Project Development

- developing a narrative
- analyzing motion
- planning scenes
- scripting and storyboarding

Animating using Flash MX

- environment of Flash MX
- drawing tools
- creating symbols and instances
- nested movie clips
- shape and motion tweening
- animating with text

Animating with AfterEffects

- AfterEffects environment
- creating and modifying compositions
- importing media
- creating and synchronizing motion
- compositing images and video
- applying effects, scaling and rotating
- using text to create motion graphic logos

Project management

- determining appropriate software and distribution platform
- managing media assets