

# Course Syllabus

## Flash Animation

**Instructor: David Sandoval**

### **Office Hours**

By appointment.

### **.E-mail**

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### **Course Description**

This course will present the fundamentals of flash animation, including history, theory, practice and the development of technical skills. Emphasis will be placed on narrative storytelling and implementation of a professional portfolio.

### **Course Objectives/Outcomes**

1. Develop a basic understanding of animation practices and history
2. Develop skills for getting employment or continuing or artistic your artistic career
3. Create a professional portfolio

### **Class Methods/Strategies**

The course will use a combination of historical analysis, technical tutorials as well as development of artistic strategies and practices.

### **Special Requirements**

- Students will be required to spend class time appropriately.
- All work not submitted on deadline will incur loss of points.

### **Assessment**

Progress in the course will be determined using the following assessment methods:

- Understanding of flash interface.
- Comprehension of artistic concepts

## **Grading**

The final grade will be determined by dividing the total points earned by the total points possible for the course.

Total Points Available is based on the following:

- Projects = 60%
- Participation = 20% \*
- Final Project =20%

\*participation is determined by attendance and class engagement

The 2 weeks of previous work will be averaged into the project points based on the point totals for the remaining weeks.

A standard grading scale will be used as follows:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
Below 60%	F

## **Academic Integrity**

Any cheating or other act of academic dishonesty will be punished by an automatic "F" on that academic work. Other sanctions may be applied as well.