Course Developer: Charles Shami, Professor, Savannah College of Art and Design

Course: Survey of Computer Art Applications

Description:
This class is for students already well versed in the use of art and design computer applications. The basic components of digital design tools—vector, raster, modeling language and animation—are covered, culminating in the completion of a final project. Following an overview of HTML and Web page design, students create their own home pages.

Course Goals

This course is designed to explore advanced computer skills used in the field of digital art and creation. Students will experience the possibilities of digitally based solutions and learn techniques, tools and features of industry-standard graphics software.

Students taking this course will:

- implement advancing techniques in vector-based files
- use advancing techniques in raster-based work
- exercise three dimensional-based techniques
- apply image capturing techniques
- set time-based techniques
- demonstrate the importing and exporting of files
- apply file management
- critique digitally created solutions using correct terminology
- apply advancing Web-design techniques

Course Outcomes

Upon completing this course, students will be able to create:

- advanced vector graphics using Adobe Illustrator,
- advanced raster graphics with Adobe Photoshop,
- basic 3D renders using Maya,
- time-based animation using Adobe After Effects,
- advanced web-based files using Macromedia Dreamweaver.

Grading Information

As you move through this course, the topics we will cover are broad and the areas of practical implementation are vast. The exploration of the subject matter will include handouts, textbook references, PDF files, web links, and critiques. Completing projects is also key, for these will provide both an outlet for presentation of newly gained knowledge as well as serve as a means to express creativity. The following is a breakdown of the grading structure for this course:

Your overall course grade will be computed according to the following breakdown:

Assignment	Weight	
6 Projects	12 percent for each Project.	72%
5 Critique/Participation	2 percent for each Critique.	10%
9 Exercises	For all Exercises	18%

Assignment Descriptions

Exercises are intended both to facilitate and assess your progress.

Projects include vector graphics creation, raster image manipulation, color creation, basic 3d graphic rendering, an introduction to animation, and an interactive web page.

Critiques are designed to engage your thinking about improving your work and help with your interaction with other students in the course. Critique postings should be courteous, thoughtful and carefully written. Submission in a timely manner is required. Please review work before critique. In order to facilitate the reading and writing of critiques for each submitted work in each assignment, each critique should be no less than 25 and no more then 50 words.

The maximum word requirement is 50 words per critique.

Exercises:

Homepage Exercise: Introduce yourself to the class.
Introduce yourself and use the course management system to learn about fellow students. The homepage assignment is optional and will not reflect your grade. It is an opportunity to introduce yourself to other students.

Homepage Exercise: In order to introduce yourself to your classmates, you are encouraged to take a moment to setup your homepage in Blackboard. Click the "My Homepage" link in the course menu and create a brief, written biography. Please attach a photo of yourself. If you're not sure what to say, tell us where you are from, your background, your expectations of the course, your experiences, if any, with character design, and your favorite game or characters.

> You will be able to view the homepages of other students in the course by clicking "Students" in the course menu, then clicking the hyperlinked names of the students listed in the roster.

When you have completed your homepage, email everyone in the class by way of introduction, and encourage them to view your homepage. The homepage assignment is to be submitted before the end of Unit One on Friday 11:59pm EST.

Exercise 1 : Vector Drawing / Gradients
The creation of two vector based drawings and the application of gradients using the gradient tool and the gradient mesh tool within Adobe Illustrator

> **Exercise 1**
> **Part One:** (1) Vector drawing of an apple and colorization using gradients with the gradient tool. Exercise one part two is to be submitted as an illustrator format (i.e. Smith.e1p1.ai) before the end of unit one. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Part Two: (1) Vector drawing of a second apple and colorization using the gradient mesh and the gradient mesh tool

Exercise one part two is to be submitted as an illustrator format (i.e. Smith.e1p2.ai) before the end of unit one. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 2: Transparencies with Alpha Channels and Raster Graphics
Create a transparency of three images using alpha channels and layer masks.
The capture of a bitmapped (color) image and creation of an alpha channel and layer masks.

Exercise 2 - Using Photoshop's brush tools you are to paint in an alpha channel of your image. All files are to be submitted electronically and must follow the course naming configuration found in the file submissions text.
Exercise two is to be submitted as a targa format (i.e. Smith.e2.tga).at before the end of unit three. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 3: Special effects with filters and Raster Graphics
Apply Photoshop filters and layer styles to texture and color correct an image.

Exercise 3 – Using photoshop's filters and layer styles features apply effects to create an artistic texture to your image. All files are to be submitted electronically and must follow the course naming configuration found in the files submissions text.
Exercise three is to be submitted as a targa format (i.e. Smith.e3.tga). at before the end of unit three. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 4 - 3D Modeling and Language Using Maya.
The creation, translation and manipulation of standard primitives within Maya.

Exercise 4 – Using the basic tools and viewports in Maya create simple primitives and manipulate those primitives in 3D space. Exercise four is to be submitted as a maya binary file (i.e. Smith.e4.mb) format at before the end of Unit Five. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 5 – Light and render the maya environment created in exercise four.
The lighting and rendering of standard primitives within Maya.

Exercise 5 – Using your scene from exercise four, apply and manipulate light sources as desired and render your image in the preview renderer. Save your file as a Targa format (i.e. Smith.e5.tga). Exercise five is to be submitted as a targa format at before the end of unit five. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 6 – Importing Images into Adobe After Effects
Using images from Adobe Photoshop into the palletes of After Effects.

> **Exercise 6 -**Using Adobe After Effects create a new project and composition. Import an image you desire for a background and import an image you desire for your foreground. Remember the image you will use for your foreground will contain the alpha channel. Save your After Effects file as an .aep (after effects format) with your name (i.e. Smith.e6.aep). Exercise six is to submitted at before the end of Unit 7. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 7 – Introduction to Basic Key frames in After Effects.
Using your scene from exercise six, apply and manipulate key frames as desired and preview your animation in the preview.

> **Exercise 7-**Using Adobe After Effects create a new project and composition. Import an image you desire for a background and import an image you desire to animate. Students create basic key frames and staging within exercise 7. Save your After Effects file as an .aep (after effects format) with your name (i.e. Smith.e7.aep). Exercise seven is to be submitted at before the end of Unit 7. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 8 Defining a new site and inserting new media
Define a new Dreamweaver site, and the creation of an index page.

> **Exercise 8-** Using Dreamweaver create and define a new site. Design your home (index) page and import your images as jpegs from Adobe Photoshop.
> The final presentation will be presented in Dreamweaver 8.
>
> Save your Dreamweaver 8 files as an .html file in your site defined folder with your name (i.e. smithindex.e8.html) Exercise eight is to be submitted at before the end of Unit 9**. Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Projects:

Project 1: Vector Based Postage Stamp with Text
The creation of a vector based postage stamp using Adobe Illustrator CS as the applied application.

> **Project 1** - One (1) Vector drawing of your postage stamp design using Adobe Illustrators advanced tools. You may choose the design of your choice. Vector based

postage stamp drawings are created with the use of vector tools, gradients, type tools and filters. Adobe Illustrator files must be 612pt X 792pt format and saved with your last name and project number (smith.p1.ai) and as .ai file are to be submitted at the end of Unit Two on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Project 2: Image manipulation with alpha channels, layer masks and layer styles.
The capturing, merging and effects enhancement of scanned color images .

Project 2 – One (1) The digital image with a collage of a minimum of 5 other images. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a Photoshop file and name it with your last name. (i.e. Smith.p2.psd). Project 2 is to be submitted before the end of unit four on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit**.

Project 3: Image created with the use of filter effects, layer styles and new adjustment layers.
The capturing, merging and effects enhancement of scanned color images .

Project 3 – One (1) The digital image with a collage of a minimum of 5 other images. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a photoshop file and name it with your last name. (i.e. Smith.p3.psd). Project 3 is to be submitted before the end of unit four on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Project 4 - An abstract painting using the basic tools, primitives and lights of Maya.
The creation of an abstract render using Maya.

Project 4 - One (1) digital image using Maya's primitives, create an environment of abstract geometry. Create simple shapes, translate, manipulate and light your scene as desired. Work with the quick render quite often. You're encouraged to render multiple images from different perspective viewport angles. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a targa file and name it with your last name. (i.e. Smith.p4tga). Project 4 is due at the end of Unit 6 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Project 5 - Create a bouncing ball with Adobe After Effects.
The creation of a bouncing ball animation using Adobe After Effects.

Project 5 – One (1) preview animation using After Effects and Adobe Photoshop. Using adobe after effects and adobe photoshop create a bouncing ball animation. You may set key frames for any transition you desire and preview your animation in the preview. Save your file as an after effects format .aep in your folder with your images (i.e. Smith.p5.aep). The resolution for your composition is as follows 640pixels X 480pixels 72ppi. Project 5 is due at the end of Unit 8 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Project 6 - Adobe Dreamweaver and CMPA 110 Portfolio Web Page Design.
The creation of a fully integrated – multiple paged Web Site using Macromedia Dreamweaver as the applied application and Adobe Photoshop as the supporting image application.

Project 6 - Using Exercises one through seven and Projects one through five. Create a 640px X 480px multiple page web site with functioning links and an understandable navigation system. The web site is to be used as a digital based portfolio for your work in this course. The site must be a minimum of four pages including the introduction page (index page or entry point) and the portfolio pages for 4 entries. You may increase the number of pages as you desire. The digital folder must be named with your last name and site defined Dreamweaver 8 and media files are to be submitted electronically to the course drop box. Images must be saved as a jpeg (JPG) format. Project 6 is due at the end of Unit 10 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Critiques are designed to engage your thinking about improving your work and help with your interaction with other students in the course. Critique postings should be courteous, thoughtful and carefully written. Submission in a timely manner is required. Please review work before critique. The maximum word requirement is 50 words per critique. Work is critiqued based on the following:

- How well does the work demonstrate a cohesive personal design or artistic expression?
- How well does the artist apply color theory and harmonious color combinations?

- Does the work demonstrate the skillful use of process and technique?

- How well does the work demonstrate originality and innovation?

- Does the project meet adequate technical standards?

- Are the principles of design working within the work?

- Did the project meet the proper file format?

Required Texts

Illustrator CS3 for Windows and Macintosh: Visual QuickStart Guide, Student Edition
By Elaine Weinmann, Peter Lourekas
ISBN: 0321510453
Published: November 24, 2007
456 pages

Photoshop CS3 for Windows and Macintosh: Visual QuickStart Guide
By Elaine Weinmann, Peter Lourekas
ISBN: 0321473795
Published: June 2. 2007
456 pages

Maya 8 for Windows and Macintosh: Visual QuickStart Guide
By Morgan Robinson and Nathaniel Stein
ISBN: 0321476751
Published: March 23, 2007
544 pages

After Effects 6.5 for Macintosh and Windows: Visual QuickPro Guide
By Anthony Bolante
ISBN: 03119957X
Published: September 22, 2004
736 pages

Dreamweaver CS3 for Windows and Macintosh: Visual QuickStart Guide
By J. Tom Negrino, Dori Smith
ISBN: 0321503023
Published: June 9, 2007
576 pages

Note: Books can be purchased online from the Savannah College of Art and Design bookstore, Ex Libris, which is part of the eFollet.com network.

Recommended Texts

The Adobe Illustrator CS WOW! Book
By Sharon Steuer
ISBN-10: 032151842X
ISBN-13: 978-0321518422
Published: September 29, 2007
480 pages

Inside Photoshop CS /CS2 WOW
By Linnea Dayton and Cristen Gillespie
ISBN: 032123459
Published: October 22, 2006
800 pages

Adobe® After Effects® CS3 Professional Classroom in a Book
By Adobe Creative Team
ISBN: 0321499794
Published: August 3, 2007
496 pages

Required Supplies

1. One pencil, pen or sketching instrument of choice.
2. One Sketchbook of choice.
3. An external hard drive, iPod /or blank CD_Rs to backup your work frequently.
4. One permanent marker (Sharpie) for labeling CD's of work.

The sketchbook and pencil is for student practice and to aid to your pre-visual designs of your assignments. The sharpie is for labeling cd's of work that has been backed up. Label your cd's to keep your cd's organized.

Computing Requirements:
If you choose to work at home please see the sections below.

Required Hardware:

PC:	Macintosh:
• 800 MHz Pentium 3, (1 GHz, or better, recommended) • 64 MB RAM, or better • 1 GB free hard disk space • 56K modem, or better • Color Scanner	• 400 MHz G3 (500 MHz, or better, recommended) • 64 MB RAM, or better • 1 GB free hard disk space • 56K modem, or better • Color Scanner

Required Software:

Students should also have the appropriate Internet browser. Optimal views of online courses or supplementary materials are rendered in MS Internet Explorer 5.0 or better and Netscape Navigator 4.7 or better. Browsers may need to be further optimized if courses utilizing multimedia require any browser plug-ins or ancillary players. Please consult the SCAD eLearning's Required and Recommended Applications. If you are unsure what Internet browser version you are running and which plug-ins or ancillary players are currently installed on your computer, visit the Browser Analysis Page.

The software that is required specifically for this class is listed below.
   • Adobe Illustrator CS3
   • Adobe Photoshop CS3
   • Maya 2008
   • Adobe After Effects CS3
   • Adobe Dreamweaver CS3
   • Winzip

Schedule

Unit 1: Course Introduction and Advanced Vector Graphics

This unit serves as an introduction to CMPA 110 Survey of Computer Art Applications by providing an overview of the topics to be covered during the ten-week course, exposure to the BlackBoard environment, and assignment one.

In order to introduce yourself to your classmates, you are encouraged to take a moment to setup your homepage in Blackboard. Click the "My Homepage" link in the course menu and create a brief, written biography. Please attach a photo of yourself. If you're not sure what to say, tell us where you are from, your background, your expectations of the course, your experiences, if any, with character design, and your favorite game or characters.

You will be able to view the homepages of other students in the course by clicking "Students" in the course menu, then clicking the hyperlinked names of the students listed in the roster.

When you have completed your homepage, email everyone in the class by way of introduction, and encourage them to view your homepage.

Topics:

- Illustrator Advanced Vector Tool Techniques
- Exposure To The Gradient Tools
- Creations Using The Pathfinder
- Adobe Illustrators Filter Effects
- Advanced Type Techniques

Tasks/Assignments Due:
- Exercise1 Part 1: Drawing with vector tools and Applying Gradients with Adobe Illustrator's Gradient Tool.
- Exercise1 Part 2: Drawing with vector tools and Applying Gradients with Adobe Illustrator's Gradient Mesh Tool.
- My Homepage Exercise

Exercise 1 : Vector Drawing / Gradients
The creation of two vector based drawings and the application of gradients using the gradient tool and the gradient mesh tool within Adobe Illustrator

Exercise 1
Part One: (1) Vector drawing of an apple and colorization using gradients with the gradient tool. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Part Two: (1) Vector drawing of a second apple and colorization using the gradient mesh and the gradient mesh tool
Exercise one is to be submitted as an illustrator format (i.e. Smith.e1.ai) before the end of unit one. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Homepage Exercise: Introduce yourself to the class.
Introduce yourself and use the course management system to learn about fellow students. The homepage assignment is optional and will not reflect your grade. It is an opportunity to introduce yourself to other students.

Homepage Exercise: In order to introduce yourself to your classmates, you are encouraged to take a moment to setup your homepage in Blackboard. Click the "My Homepage" link in the course menu and create a brief, written biography. Please attach a photo of yourself. If you're not sure what to say, tell us where you are from, your background, your expectations of the course, your experiences, if any, with character design, and your favorite game or characters.

> You will be able to view the homepages of other students in the course by clicking "Students" in the course menu, then clicking the hyperlinked names of the students listed in the roster.

> When you have completed your homepage, email everyone in the class by way of introduction, and encourage them to view your homepage. The homepage assignment is to be submitted before the end of Unit One on Friday 11:59pm EST.

Unit 2: Adobe Illustrator Vector Graphics and Advanced Tools

Topics covered during this unit of study will expose you to the many functions, basic tools and advanced tools within Adobe Illustrator. Topics in this unit will include: tools, palettes, gradients, effects, filters and type.

Topics:
- Illustrator Advanced Vector Tool Techniques
- The Gradient Tools
- Creations Using The Pathfinder
- Adobe Illustrators Filter Effects
- Advanced Type Techniques

Tasks/Assignments Due:
- Project 1: Vector Based Postage Stamp Drawing
- Critique of Submitted Project 1

Project 1: Vector Based Postage Stamp with Text
The creation of a vector based postage stamp using Adobe Illustrator CS as the applied application.

> **Project 1** - One (1) Vector drawing of your postage stamp design using Adobe Illustrators advanced tools. You may choose the design of your choice. Vector based postage stamp drawings are created with the use of vector tools, gradients, type tools and filters. Adobe Illustrator files must be 612pt X 792pt format and saved with your last name and project number (smith.p1.ai) and as .ai file are to be submitted at the end of Unit Two on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 3: Advanced Raster Graphics

This unit is intended for students already versed in Photoshop and to provide a working knowledge of many of the functions and advanced tools it has to offer. Topics in this unit will include: Alpha Channels, Advanced Layers, New Adjustment Layers, and Filter Effects.

Topics:
- Adobe Photoshop alpha channels
- Working with Layer Masks
- Adobe Photoshop Filters
- Photoshop New Adjustment Layers
- Photoshop Layer Styles

Tasks/Assignments Due:
- Exercise 2 – Color Images and Alpha Channels
- Exercise 3 – Images and Photoshop Filter Effects

Exercise 2: Transparencies with Alpha Channels and Raster Graphics
Create a transparency of three images using alpha channels and layer masks.
The capture of a bitmapped (color) image and creation of an alpha channel and layer masks.

> **Exercise 2 -** Using Photoshop's brush tools you are to paint in an alpha channel of your image. All files are to be submitted electronically and must follow the course naming configuration found in the file submissions text.
> Exercise two is to be submitted as a targa format (i.e. Smith.tga) before the end of unit three. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 3: Special effects with filters and Raster Graphics
Apply Photoshop filters and layer styles to texture and color correct an image.

> **Exercise 3 –** Using photoshop's filters and layer styles features apply effects to create an artistic texture to your image. All files are to be submitted electronically and must follow the course naming configuration found in the files submissions text.
> Exercise three is to be submitted as a targa format (i.e. Smith.tga) before the end of unit three. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 4: **Advanced Adobe Photoshop Raster Based Image Manipulation**

This unit is intended for students already versed in Photoshop and to provide a working knowledge of many of the functions and advanced tools it has to offer. Topics in this unit will include: Alpha Channels/ Alpha Channels, Advanced Layers, New Adjustment Layers, and Filter Effects.

Topics:

- Adobe Photoshop alpha channels
- Working with Layer Masks
- Photoshop Filters
- Photoshop New Adjustment Layers
- Photoshop Layer Styles

Tasks/Assignments Due:
- Submit Project 2: Image Manipulation/Filters.
- Submit Project 3: Image Manipulation/Filters.
- Critique of Submitted Projects 2 and 3.

Project 2: Image manipulation with alpha channels, layer masks and layer styles.
The capturing, merging and effects enhancement of scanned color images .

> **Project 2 –** One (1) The digital image with a collage of a minimum of 5 other images. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a Photoshop file and name it with your last name. (i.e. Smith.p2.psd). Project 2 is to be submitted before the end of unit four on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Project 3: Image created with the use of filter effects, layer styles and new adjustment layers.
The capturing, merging and effects enhancement of scanned color images .

> **Project 3 –** One (1) The digital image with a collage of a minimum of 5 other images. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a photoshop file and name it with your last name. (i.e. Smith.p3.psd). Project 3 is to be submitted before the end of unit four on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 5: Maya: 3D Modeling and Language

This unit is intended to introduce you to Maya and provide a working knowledge of many of the function and tools it has to offer. Topics in this unit will include: creating and manipulating primitives, navigation controls, uv coordinate space, light sources, rendering and saving of file formats.

Topics:
- Maya basic tools and viewports
- Creating basic primitives and translate, rotate and scale in 3D space
- The creation and manipulation of lighting in 3D space
- Basic rendering of a 3D environment.

Tasks/Assignments Due:
- Exercise 4 Creation, translation and manipulation of standard primitives.
- Exercise 5 Lighting and Rendering.

Exercise 4 - 3D Modeling and Language Using Maya.
The creation, translation and manipulation of standard primitives within Maya.

Exercise 4 – Using the basic tools and viewports in Maya create simple primitives and manipulate those primitives in 3D space. Exercise four is to be submitted as a maya binary file (i.e. Smith.mb) format before the end of Unit Five. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 5 – Light and render the Maya environment created in exercise four.
The lighting and rendering of standard primitives within Maya.

Exercise 5 – Using your scene from exercise four, apply and manipulate light sources as desired and render your image in the preview renderer. Save your file as a Targa format (i.e. Smith.tga). Exercise five is to be submitted as a targa format at before the end of unit five. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 6: **Maya- Creating Abstract Art with 3D Modeling and Language**

This unit is intended to introduce you to Maya and provide a working knowledge of many of the function and tools it has to offer. Topics in this unit will include: creating and manipulation of primitives, navigation controls, uv coordinate space, light sources, rendering and saving of file formats.

Topics:
- Maya basic tools and viewports
- The creation of basic primitives and translate, rotate and scale in 3D space
- The creation and manipulation of lighting in 3D space
- Basic rendering of a 3D environment.

Tasks/Assignments Due:
- Project 4 Create an abstract painting with Maya.
- Critique of Project 4.

Project 4 - An abstract painting using the basic tools, primitives and lights of Maya.
The creation of an abstract render using Maya.

Project 4 - One (1) digital image using Maya primitives, create an environment of abstract geometry. Create simple shapes, translate, manipulate and light your scene as desired. Work with the quick render quite often. You're encouraged to render multiple images from different perspective viewport angles. All files are to be submitted as a 640pixels X 480pixels 72dpi. Save your image as a targa file and name it with your last name. (i.e. Smith.p4tga). Project 4 is due at the end of Unit 6 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 7: Introduction to Adobe After Effects

This unit is intended to introduce you to Adobe After Effects and provide a working knowledge of many of the function and tools it has to offer. This unit is intended for students already versed in Adobe Photoshop. Topics in this unit will include: importing files (with and without alpha channels), creating new compositions, navigation, and basic key framing.

Topics:
- Intro After Effects basic tools
- After Effect Layers
- Create basic setting and manipulation of key frames
- The timeline and its components

Tasks/Assignments Due:
- Exercise 6 Import Images into After Effects
- Exercise 7 Introduction to Basic Key frames in After Effects

Exercise 6 – Importing Images into Adobe After Effects
Using images from Adobe Photoshop into the palletes of After Effects.

Exercise 6 -Using Adobe After Effects create a new project and composition. Import an image you desire for a background and import an image you desire for your foreground. Remember the image you will use for your foreground will contain the alpha channel. Save your After Effects file as an .aep (after effects format) with your name (i.e. Smith.aep). Exercise six is to submitted at before the end of Unit 7. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Exercise 7 – Introduction to Basic Key frames in After Effects.
Using your scene from exercise six, apply and manipulate key frames as desired and preview your animation in the preview.

Exercise 7-Using Adobe After Effects create a new project and composition. Import an image you desire for a background and import an image you desire to animate. Students create basic key frames and staging within exercise 7. Save your After Effects file as an .aep (after effects format) with your name (i.e. Smith.aep). Exercise seven is to be submitted at before the end of Unit 7. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 8: **Introduction to Adobe After Effects and Animation**

This unit is intended to introduce you to Adobe After Effects and provide a working knowledge of many of the function and tools it has to offer. This unit is intended for students already versed in Adobe Photoshop.

Topics in this unit will include; importing files (with and without alpha channels), creating new compositions, navigation, and basic key framing.

Topics:
- Intro After Effects tools
- After Effects Layers
- The basic setting and manipulation of key frames
- Timeline and its components

Tasks/Assignments Due:
- Submit Project 5 create a bouncing ball
- Critique of Project 5.

Project 5 - Create a bouncing ball with Adobe After Effects.
The creation of a bouncing ball animation using Adobe After Effects.

> **Project 5 –** One (1) preview animation using After Effects and Adobe Photoshop. Using adobe after effects and adobe photoshop create a bouncing ball animation. You may set key frames for any transition you desire and preview your animation in the preview. Save your file as an after effects format .aep in your folder with your images (i.e. Smith.p5.aep). The resolution for your composition is as follows 640pixels X 480pixels 72ppi. Project 5 is due at the end of Unit 8 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 9: Adobe Dreamweaver and Web Page Design

This unit will introduce and expand your working knowledge of the many function and tools within Adobe Dreamweaver and provide you with image support in Adobe Photoshop. Topics in this unit will include: file formats, tools, palettes, typography, multiple page links, site management, and file storage.

Topics:
- Importing different files of various media into Dreamweaver
- Using the behavior palette to create interactive web pages
- Create and modify frames within your documents
- Develop multiple page documents

Tasks/Assignments Due:
- Exercise 8 Define a new site/ inserting media

Exercise 8 Defining a new site and inserting new media
Define a new Dreamweaver site, and the creation of an index page.

> **Exercise 8-** Using Dreamweaver create and define a new site. Design your home (index) page and import your images as jpegs from Adobe Photoshop.
> The final presentation will be presented in Dreamweaver 8.

Save your Dreamweaver files as an .html file in your site defined folder with your name (i.e. smithindex.html) Exercise eight is to be submitted at before the end of Unit 9. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**

Unit 10: Macromedia Dreamweaver and CMPA 110 Portfolio Web Page Design.

This unit completes the introduction of the functions and tools within Macromedia Dreamweaver and Adobe ImageReady. Topics being reinforced in this unit will include: file formats, tools, palettes, typography, multiple page links, site management and file storage. You will be completing your discussion entries related to Web page workflows and have the opportunity to resolve any final issues through work sessions and follow-up.

Topics:
- Importing different files of various media into Dreamweaver
- The behavior palette to create interactive web pages

Tasks/Assignments Due:
- Project 6 Due: CMPA 110 Portfolio Website
- Critique of Project 6.

Project 6 - Adobe Dreamweaver and CMPA 110 Portfolio Web Page Design.
The creation of a fully integrated – multiple paged Web Site using Macromedia Dreamweaver as the applied application and Adobe Photoshop as the supporting image application.

Project 6 - Using Exercises one through eight and Projects one through six. Create a 640px X 480px multiple page web site with functioning links and an understandable navigation system. The web site is to be used as a digital based portfolio for your work in this course. The site must be a minimum of five pages including the introduction page (index page or entry point) and the portfolio pages for 4 entries. You may increase the number of pages as you desire. The digital folder with the site defined Dreamweaver 8 and media files are to be presented on line. The dreamweaver files are to be named and linked accordingly: homepage (smithindex.p6.html) (smithpage1.p6.html) (smithpage2.p6.html) etc. and images must be saved as .jpeg (Jpeg) format. Place the dreamweaver html files and content images in the same folder before ftp your files online. Follow the submission guidelines for file naming. Images must be saved as a jpeg (JPG) format. Project 6 is due at the end of Unit 10 on Friday 11:59pm EST. **Make sure you compress your file using Winzip before submitting. Files must be zipped in order to submit.**