WEB 2410 - Web Animation I

Instructor
Thomas Bell
Email: thomasbell@weber.edu
Canvas Email: Click on Inbox

Course Description
This course introduces various web technologies that aid in the creation of web animations for distribution on many platforms. Students discuss technical issues affecting animation such as speed and compression. Students will explore several tools to create animations for the web.

Course Outcomes
Upon successful completion of this course, the student shall be able to demonstrate the following skills:
- Create a Google Web Designer animation
- Create an HTML5/CSS3 animation
- Create a JavaScript Animation
- Create a CSS3/SVG Animation
- Create interactive navigation in GWD and JavaScript

Textbooks
There will be several resources that will be used in the course and you will find all of these resources in the relevant modules. However, there are several free books that are great resources.

Tools
Google Web Designer, Source Code Editor or IDE

Grade Scheme

94 – 100	A	74 – 76	C
90 – 93	A-	70 – 73	C-
87 – 89	B+	67 – 69	D+
84 – 87	B	64 – 67	D
80 – 83	B-	60 – 63	D-
77 – 79	C+	0 – 59	E

Extra Credit

I will occasionally give extra credit. It will most often replace portions of an assignment. Please don't ask for extra credit.

Schedules & Assignments
Below you will find the schedule for the course.

Week	Topics	Assignment Due
Week 01	GWD Animation	
Week 02	GWD Interactivity	Assignment 01 - GWD Animation
Week 03	GWD Components	Assignment 01 - GWD Interactivity
Week 04	HTML Review	Assignment 01 - GWD Components
Week 05	CSS Review	
Week 06	CSS3 Transitions and Transforms	Project 01 - GWD
Week 07	CSS3 Animation	Assignment 04 - HTML/CSS Review
Week 08	SVG/CSS3 Animation	Assignment 05 - CSS3 Transitions & Animations
Week 09	JavaScript Phase I	Assignment 06 - SVG & CSS3 Animation
Week 10	JavaScript Phase II	
Week 11	JavaScript Phase III	Project 02 - CSS
Week 12	JavaScript Animation	Assignment 07 - JavaScript Intro/ Review
Week 13	JavaScript Animation	
Week 14	JavaScript Animation	Assignment 08 - JavaScript Animation
Week 15	Final Project Work	Final Project Proposal
Finals Week	Final Project Work	Final Project

For the final project you will create a project that includes these core features: interactivity, navigation, and a stand alone animation. You can choose to complete the project with any combination of the technologies cover in the course.

Late Work

You will be able to submit one assignment as late for full credit and after that all late assignments will be given half credit.

Time Commitment

As a general rule you should spend at least twice as much time outside of class as in class.

Tips for Success

One cannot learn all of the material by just reading the texts. Practice is critical when learning new software and programming languages. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept please come see me during my office hours. The number one thing you can do is ask questions when you don't understand something.

Technical Support

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Monday - Thursday from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

Accommodations

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary.

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or departments.weber.edu/ssd

Course Fees
Course fees for the Computer Science major are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

Ethical Conduct

Any form of academic dishonesty (cheating, plagiarism, etc.) will not be tolerated. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating as stated in the student code.

1. Cheating, which includes but is not limited to:
    a. Copying from another student's test;
    b. Using materials during a test not authorized by the person giving the test;
    c. Collaborating with any other person during a test without authorization;

     d. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official
     e. Bribing any other person to obtain any test;
     f. Soliciting or receiving unauthorized information about any test;
     g. Substituting for another student or permitting any other person to substitute for oneself to take a test.

2. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;
3. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
4. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
5. Giving, selling, or receiving unauthorized course or test information;
6. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
7. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.