

COURSE TITLE	CAPSTONE PROJECT II: (2D ANIMATION)
COURSE CODE	05BA0203
COURSE CREDITS	4

Objective:

- 1 Understand the fundamental concepts of 2D animation using Adobe Animate CC.
- 2 Develop skills in creating vector graphics, character animation, and interactive content.
- 3 Familiarize themselves with the Animate CC interface, tools, and workflows.
- 4 Foster creative problem-solving and artistic expression within a 2D animation environment.
- 5 Prepare for more advanced studies in 2D animation and interactive design.

Course Outcomes: After completion of this course, student will be able to:

- 1 Students will be able to navigate and utilize the Adobe Animate CC interface effectively.
- 2 Students will be able to create 2D animations using a variety of techniques, including twining and frame-by-frame animation.
- 3 Students will be able to work with various assets, including images, text, and symbols.
- 4 Students will be able to add interactivity to animations using ActionScript.
- 5 Students will be able to integrate various 2D elements to create a simple interactive project.

Pre-requisite of course: Familiarity with operating systems and basic computer graphics concepts.

Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
0	0	8	0	0	0	50	50
Contents : Unit	Topics						Contact Hours
Total Hours							

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
1	Introduction to Adobe Animate CC Overview of 2D Animation – Concepts, terminology, and applications, Animate CC Interface and Navigation – Workspace, panels, and menu, Basic Drawing Tools – Lines, shapes, and fills. Working with Layers and Frames	30

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
2	Animation Techniques Timeline Animation – Keyframes, tweens, and frame-by-frame animation. Shape Tweens – Morphing one shape into another, Motion Tweens – Animating objects along a path. Classic Tweens – Using classic twining techniques	30
3	Working with Assets Importing and Using Images – Incorporating bitmap images into animations. Creating and Animating Text – Adding dynamic text elements, Symbols and Instances – Creating reusable assets and instances. Movie Clips and Buttons	30
4	Interactive Animation ActionScript Basics – Introduction to ActionScript for interactivity, Adding Buttons and Controls – Creating interactive elements, Simple Game Development – Developing basic interactive games, Exporting Animations	30
Total Hours		120

Textbook :

- 1 Adobe Animate CC: A Complete Course and Compendium of Features, Jason Uechi, Adobe Press, 2016
- 2 Adobe Animate CC Classroom in a Book, Adobe Creative Team , Adobe Press, 2017

References:

- 1 Learn Adobe Animate CC for Interactive Media: Adobe Certified Associate Exam Preparation, Learn Adobe Animate CC for Interactive Media: Adobe Certified Associate Exam Preparation, Joseph Labrecque, Adobe Press, 2016
- 2 Foundation HTML5 Animation with JavaScript, Foundation HTML5 Animation with JavaScript, Keith Peters, Apress, 2011

Suggested Theory Distribution:

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
Remember / Knowledge	Understand	Apply	Analyze	Evaluate	Higher order Thinking / Creative
20.00	30.00	25.00	15.00	10.00	0.00

Instructional Method:

- 1 Project

Supplementary Resources:

- 1 Adobe Animate CC Help Documentation: <https://helpx.adobe.com/animate/>
- 2 Adobe Animate Tutorials: (search on Adobe website or YouTube)