جامعة الزيتونــة الأردنيـة
Al-Zaytoonah University of Jordan
كلية العلوم وتكنولوجيا المعلومات
Faculty of Science and Information Technology

" عراقة وجودة"
"Tradition and Quality"

Detailed Course Description - Course Plan Development and Updating Procedures/ Computer Information Systems Department	QF01/0408-3.0E

Faculty	Faculty of Science and Information Technology	Department	Computer Information Systems
Course Number	**0113326**	**Course Title**	**Ready Packages**
Number of Credit Hours	3	Pre-Requisite/Co-Requisite	Introduction to Information Technology

Brief Course Description

This course introduces the tools and techniques for building Multimedia applications. Students will be taught how use Flash in developing interactive application in the aspect of animation cop concepts and how to use Cinema 4D tools to develop three dimension movie.

	Course Goals and Learning Outcomes
Goal 1	**Working with and creating vector artwork Flash Professional CS6.**
Learning Outcomes	**1.1** Identifying interactive media design elements. **1.2** Understanding the **Adobe Flash Professional** interface.
Goal 2	**Using the Flash CS6 timeline – and creating animated elements.**
Learning Outcomes	**2.1** Building interactive media elements by using **Flash Professional CS6**. **2.2** Adding behavior's to a button. **2.3** Working with imported multimedia assets. **2.4** Exporting **Flash CS6** content.
Goal 3	**Working with 4D Cinema interface.**
Learning Outcomes	**3.1** Understanding the **4D Cinema** interface. **3.2** Working with material editor
Goal 4	**Designing and modelling with Cinema 4D.**
Learning Outcomes	**4.1** Designing and modelling with **Cinema 4D**
Goal 5	**Building animations by using Cinema 4D.**
Learning Outcomes	**5.1** Understanding the rendering strategy in **4D Cinema**. **5.2** Create animations by using **Cinema 4D.**
Textbook	1. **Flash Professional CS6:** Visual QuickStart Guide (Visual QuickStart Guides) by Katherine Ulrich (**Aug 25, 2012**) 2. **Cinema 4D Beginner's Guide Model**, animates, and render By Jen Rizzo (**November 2012**).
Supplementary References	1. **Adobe Flash Professional CS6 Classroom in a Book** by Adobe Creative Team (**May 24, 2012**). 2. Cinema 4D R13 Cookbook Elevate your art to the fourth dimension By Michael Szabo (**February 2012**).

Course Timeline

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Week	Number of Hours	Course Topics	Pages (Textbook)	Notes
01	1 1 1	**Chapter 1 :**The Flash Authoring Tool – Working with Flash Documents – Modifying Document Properties – Working with Template Documents – About the Workspace – Using Panels – Using Rulers, Grids, and Guides – Working with Snapping	**2-22**	
		Chapter 2 : Creating Simple Graphics – Touring the Tools – Creating Solid Colors and Gradients – Setting Fill Attributes – Setting Stroke Attributes – Making Geometric Shapes – Creating Free-form Shapes Adding Strokes and Fills	**26-52**	
02	1 1 1	**Chapter 3:** Working with Text – Creating TLF Text Fields – Creating Linked Text Fields – Setting Character Attributes – Setting Paragraph Attributes – Setting Container Attributes	**58-79**	
		Chapter 4: Modifying Simple Graphics – Setting Selection Preferences – Making Selections – Resizing Graphic Elements – Positioning Graphic Elements – Flipping, Rotating, and Skewing – Modifying Fills and Strokes – Modifying Shapes: Natural Drawing Tools – Modifying Shapes: Bézier Tools – Modifying Primitives – Converting Shape Types	**88-124**	
		Chapter 5: Complex Graphics on a Single Layer – Working with Groups – Editing Groups – Controlling Stacking Order – Combining Drawing-Objects and Primitives	**129-133**	
03	1 1 1	**Chapter 6:** Graphics on Multiple Layers – Touring the Timeline's Layer Features – Creating and Deleting Layers and Folders – Setting Layer Properties	**136-147**	

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		– Organizing Layers – Cutting and Pasting Between Layers – Distributing Graphic Elements to Layers – Working with Guide Layers – Working with Mask Layers **Chapter 7:** Working with Symbols	150-162	
		– Using the Library Panel – Creating Master Symbols – Using Symbol Instances – Modifying Symbol Instances – Editing Master Symbols – Converting Symbol Instances to Graphics – Swapping Symbols **Chapter 8:** Frame-by-Frame Animations – Choosing Frame Views – Creating Keyframes – Creating In-between Frames – Selecting Frames in Keyframe Spans – Manipulating Frames in a Layer – Removing Frames – Making a Simple Frame-by-Frame Animation – Previewing the Action – Varying Frame-by-Frame Rate – Using Onion Skinning – Editing Multiple Keyframes	165-191	
04	1 1 1	**Chapter 9:** Animation with Classic Tweening – Creating a Bouncing Ball with Classic Tweening – Adding Keyframes to Classic Tweens – Moving Symbols in Straight Lines – Moving Symbols Along a Path – Animating Size Changes – Rotating and Spinning Graphics – Animating Color Effects **Chapter 10:** Animation with Shape Tweening – Creating a Bouncing Ball with Shape Tweening – Morphing Simple Strokes and Fills – Shape-Tweening Multiple Shapes – Transforming a Simple Shape into a Complex Shape **Chapter 11:** Animation with Motion Tweening – Creating a Bouncing Ball with Motion	195-210 212-219	

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		Tweening – Working with Motion-Tween Paths – Orienting Tween Targets to Curves – Swapping Tween Elements – Motion Editor Basics – Adding More Motion – Animating Other Property Changes – Modifying Tween Spans – Copying Frames and Properties	**224-263**	
05	1 1 1	**Chapter 12:** Intermediate Animation Tasks – Working with Frames in Multiple Layers – Animating on Multiple Layers – Reversing Animation – Saving Animations As Symbols – Using Animated Graphic Symbols – Using Movie-Clip Symbols – Using Easing in Tweens – Re-creating Classic and Motion Tweens	**266-296**	
		Chapter 13: Intro to Inverse Kinematics – Using Armatures to Connect Symbols – Creating IK Shapes – Working with Poses	**300-308**	
		Chapter 14: Building Buttons for Interactivity – Creating Button Symbols – Using Button Components – Modifying Button Components – Creating Movie-Clip Buttons	**313-326**	
06	1 1 1	**Chapter 15:** Basic Interactivity – Touring the Actions Panel – Adding Frame Actions – Programming Buttons with Frame Scripts – Previewing Actions at Work – Modifying and Extending Button Scripts – Choosing Events – Button Components – Using One Event Handler for Multiple Events – Scripting Movie Clips to Act As Buttons – Using Buttons to Control Timelines – Linking to Other Web Pages	**332-380**	
		Chapter 16: Adding Sound and Video – Importing Sounds – Adding Sounds to Frames – Adding Sounds to Buttons		

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		– Using Event Sounds – Using Start Sounds – Using Stream Sounds – Stopping Sounds – Editing Sounds – Adding Video to Flash – Working with Embedded Video – Working with the FLV Playback Component	**386-414**	
		First Exam 20%		
07	1 1 1	**Chapter 1:** The Fundamentals – Introduction – Exploring the interface – Moving around in Cinema 4D – Meeting the managers – Setting keyframes – Utilizing the Content Browser – Adjusting the scale of your objects	**5-38**	
08	1 1 1	**Chapter 2:** Super Modeling – Introduction – Working with primitives – Subdividing, selecting, and editing polygons – Creating from splines: Extrude NURBS – Using Lathe NURBS – Using Sweep NURBS – Modeling with Loft NURBS – Punching holes with Boole – Using the Atom Array tool – Best modeling advice—just go for it	**41-89**	
09	1 1 1	**Chapter 3:** The Deformers – Introduction – Getting started with the Taper deformer – Animating with deformers: Bend – Custom italics with Shear – Over-animation with Squash and Stretch – Making an asteroid with FFD and Displacer – Unconventional animations with deformers – Breaking objects with deformers – Using Spline Wrap versus Sweep NURBS – Applying the Collision deformer	**99-132**	
10	1 1 1	**Chapter 4:** Cameras are Rolling – Introduction – Keyframing cameras – Moving a camera along a path – Locking cameras down with the protection	**137-168**	

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		tag – Using target cameras – Adjusting focal lengths – Matching your camera to footage – The Physical tab – Creating a handheld-style camera – Setting up stereoscopic cameras		
11	1 1 1	**Chapter 5:** Let there be Lights – Introduction – Picking the right type of light – Exploring shadow types – Applying volumetric lighting – Hot and cold: Adjusting the temperature of the light – Lighting specific objects	173-200	
12	1 1 1	**Second Exam 20%** – Applying Global Illumination – Lighting using the Luminance channel – Lighting with Sky objects – Creating a light studio	204-222	
13	1 1 1	**Chapter 6:** A Material World – Introduction – Using an Alpha channel to model – Using video as materials – Using multiple materials on one object – Using shaders – Make adjustments with the Layer shader – Using different Projection methods – Reflective materials with the Fresnel shader – Creating a glass material – Adding relief: Bump and Displacement channels – Applying subsurface scattering	223-271	
14	1 1 1	**Chapter 7:** Rendering Strategy – Introduction – Render settings overview – Creating a batch of renders – Previewing renders with Render Region – Comparing different renders – Using anti-aliasing effectively – Exploring the Physical Renderer – The Compositing tag – Setting up multi-pass renders – The External Compositing tag and After	277-223	

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		Effects – Projecting shadows		
15	**1** **1** **1**	**Chapter 8:** The Awesome Power of MoGraph – Introduction – MoGraph basics: Cloners and effectors – Making text with MoText – Using selections with cloners – Applying deformation with effectors – Creating abstract shapes – Applying random textures to clones – Combo #1: 3D logo build – Combo #2: Dynamic stage lighting – Combo #3: Dancing music orb	**337-390**	
16	**1** **1** **1**	**Final Exam 50%**		

Theoretical Course Evaluation Methods and Weight	Participation = 10% First Exam 20% Second Exam 20% Final Exam 50%	**Practical (Clinical) Course Evaluation Methods**	Semester Students' Work = 50% (Reports, Research, Quizzes, Etc.) Final Exam = 50%

Approved By Head of Department		**Date of Approval**	

Extra information (to be updated every semester by corresponding faculty member)

Name Of Teacher		Office Number	
Phone Number (Extension)		Email	_____ @zuj.edu.jo
Office Hours			