

CSI-1220 - Intro to Computer Animation

14436.201810

Online

Eric Merrill - Lecturer merrill@oakland.edu	Office phone: 248-370-4592 Office hours: 430 Kresge Library, by appointment
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Required Items

- **A Computer running:**
 - **Microsoft Windows 7 or above (Windows 10 recommended), 64-bit**
or
 - **Mac OS X El Capitan (10.11) or above (macOS Sierra (10.12) recommended)**
- **GameMaker Studio 2** (free)

Objectives

- Understand the concepts and practices of good computer animation design (a, b, c, i)
- Know how to formulate a computer animation, analyze its requirements, develop a solution, and implement and test the solution (a, b, c, i, m)
- Be familiar with an animation creation tool (a, c)
- Learn computer animation through simple game programming (a, b, c, i)
- Understand how scripting is used in the implementation of computer animation (a, b, c, i)

Grade Breakdown - Subject to change

20% Exercise Assignments and Class Participation

50% Homework Assignments

30% Final Exam

Assignments

All assignments will be assigned and submitted in Moodle, and break down into 2 categories:

Exercises - These are mostly step-by-step activities that walk you through the activities of a topic to reinforcing them. They are not graded based on how well you do, but that you did it, and submitted on time.

Homework - These are large multi-week long projects that show your knowledge of the covered topics. They will have detailed descriptions, and you may collaborate with other students (but the submission must be your own work, see [Academic Conduct](#))

Late work - All assigned work is due at the date and time specified in Moodle. There will be a 5% penalty for each day late, up until 7 days (168 hours), at which point no credit will be given.

Class Participation - Extra credit may be earned by participating in the class Discussion forum in Moodle. This includes posting questions and answering other student's questions.

Final Exam

The final exam will be administered through Moodle during the exam period (exact dates TBD). It will be mostly multiple choice, although may have some small programming questions. It will not be timed, and you will have several days to complete it.

Policies

Course Communication - All course announcements will be made through Moodle, and will be delivered to your University email account. You are expected to check this often. Please note, that if you have multiple inboxes enabled for Gmail, messages may appear in one of the non-primary inboxes, such as Promotions or Updates.

All email communication with me should be done from your oakland.edu email address for security and privacy reasons.

Academic Conduct

Conduct - You are expected to follow the Oakland University Student Code of Conduct - <http://www.oakland.edu/?id=24228&sid=482>. Plagiarism will not be tolerated, and will be reported to the University.

Collaboration - You are allowed, and encouraged, to collaborate with other students on your course work, but you may not directly copy your submissions from other students. All work is expected to be your own.

Using outside code and resources - Most assignments will provide you with all the information and resources needed to complete them, but you are allowed use other resources found elsewhere, with the following conditions:

- It must be cited with the source of the code or resource
- The overall submission must still show your capabilities

Grade Scale

- | | | |
|-----------------|-----------------|-----------------|
| • 4.0 >= 98.00% | • 2.9 >= 79.00% | • 1.9 >= 69.00% |
| • 3.9 >= 96.00% | • 2.8 >= 78.00% | • 1.8 >= 68.00% |
| • 3.8 >= 94.00% | • 2.7 >= 77.00% | • 1.7 >= 67.00% |
| • 3.7 >= 92.00% | • 2.6 >= 76.00% | • 1.6 >= 66.00% |
| • 3.6 >= 90.00% | • 2.5 >= 75.00% | • 1.5 >= 65.00% |
| • 3.5 >= 89.00% | • 2.4 >= 74.00% | • 1.4 >= 64.00% |
| • 3.4 >= 88.00% | • 2.3 >= 73.00% | • 1.3 >= 63.00% |
| • 3.3 >= 86.00% | • 2.2 >= 72.00% | • 1.2 >= 62.00% |
| • 3.2 >= 84.00% | • 2.1 >= 71.00% | • 1.1 >= 61.00% |
| • 3.1 >= 82.00% | • 2.0 >= 70.00% | • 1.0 >= 60.00% |
| • 3.0 >= 80.00% | | • 0.0 < 60.00% |

CIT Outcomes

- a) An ability to apply knowledge of computing and mathematics appropriate to the discipline
- b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- c) An ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs
- d) An ability to function effectively on teams to accomplish a common goal
- e) An understanding of professional, ethical, legal, security, and social issues and responsibilities
- f) An ability to communicate effectively with a range of audiences
- g) An ability to analyze the local and global impact of computing on individuals, organizations and society
- h) Recognition of the need for, and an ability to engage in, continuing professional development
- i) An ability to use current techniques, skills, and tools necessary for computing practice
- j) An ability to use and apply current technical concepts and practices in the core information technologies
- k) An ability to identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based systems
- l) An ability to effectively integrate IT-based solutions into the user environment
- m) An understanding of best practices and standards and their application
- n) An ability to assist in the creation of an effective project plan