WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
BASIC COURSE INFORMATION

COURSE TITLE: Logo Animation
COURSE NUMBER: DSN 430

I. MAJOR INSTRUCTIONAL GOALS:
During this course, students should improve their understanding of:

GOAL A: Create interesting animations based on students logo
Learning Outcomes - The student will:

A-1 Demonstrate ability to import logo
A-2 Demonstrate ability to manipulate logo in an animation package
A-3 Demonstrate ability to create finished animation

GOAL B: Create logo animations that are aesthetically pleasing
Learning Outcomes - The student will:

B-1 Ensure animation fits the logo
B-2 Ensure the look and feel of the logo is carried through in the animation
B-3 Ensure logo is not violated in the animation

GOAL C: Port animation to various mediums
Learning Outcomes - The student will:

A. Create a flash web banner
B. Create a DVD menu
C. Create a video clip

II. CLASS PARTICIPATION:
Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:
Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.