

Module Title 2D Interactive Scripting	Reference CM2012 SCQF LevelSCQF 8 SCQF Points 15 ECTS Points 7.5 Created May 2003 Approved April 2005 Amended January 2013 Version No. 3
Keywords 2D Interactive Scripting, Vector Graphics, Web Graphics	

This Version is No Longer Current

The latest version of this module is available [here](#)

Prerequisites for Module

None, in addition to course entry requirements.

Corequisite Modules

None.

Precluded Modules

None.

Aims of Module

To provide the student with the ability to understand the fundamental concepts of two-dimensional animation and associated tools.
To develop basic two-dimensional animation applications.

Indicative Student Workload

Contact Hours Full Time

Assessment 10

Laboratories 36

Lectures /
Tutorials 12

Directed Study

Coursework
preparation 24

Information
gathering 27

Private Study

Private Study 41

Mode of Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories the students will progress through a sequence of exercises to develop sufficient knowledge of 2D animation tools

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1.Design and evaluate techniques for animating objects.
- 2.Make effective use of scripting languages to add interactive features to animation applications.
- 3.Make effective use of scripting languages to animate objects.

Indicative Module Content

Animation techniques: key framing, tweening.

Controlling Animation: Physical modelling.

Scripting to provide interactive and dynamic aspects to animations.

Animation for the Web.

Simple 2D Game design. Games engines. Collision detection.

and environments to enable them to complete the practical design and implementation of 2D animations.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3

Component 1 ? This component consists of coursework assignments worth 100% of the total module assessment.

Indicative Bibliography

- 1.ADOBE CREATIVE TEAM, 2012. Adobe Flash Professional CS6 Classroom in a Book (Classroom in a Book [Adobe]). Adobe.
- 2.HELDMAN, W., 2012. Adobe Flash Professional CS6 Essentials. Wiley.
- 3.AGI CREATIVE TEAAM, 2013. Introduction to Adobe Flash Professional CS6 with ACA Certification. Wiley.
- 4.CHUN, R., 2014 Adobe Flash Professional CC Classroom in a Book. Adobe
- 5.MEHRABANI, A., 2014 Getting Started with CreateJS. Packt Publishing
- 6.<http://www.createjs.com/>