ITP 104 Web Publishing
Units: 2
Spring 2019 – Tuesdays/Thursdays 2pm-3:50pm

Location: KAP 107
Course notes and resources on Blackboard.usc.edu.

Instructor: Lance Winkel
Office: OHE 530 H
Office Hours: Tuesdays / Thursdays 8am-10am, 2-3pm
Contact Info: winkel@usc.edu, 213.740.9959.
I check email daily and will reply within 24 hours.

Teaching Assistant:
Office: Physical or virtual address
Office Hours:
Contact Info: Email, phone number (office, cell), Skype, etc.

IT Help: Group to contact for technological services, if applicable.
Hours of Service:
Contact Info: Email, phone number (office, cell), Skype, etc.
Course Description
This course is intended to teach the basic languages and tools involved in web publishing. Each student will individually build and publish a web site.

Learning Objectives
The core web publishing languages of HTML and CSS, the fundamentals of how Web pages and sites function, a basic understanding of graphic production with a specific stress on creating graphics for the Web, and a general grounding introduction to more advanced topics such as programming and scripting.

Prerequisite(s): None
Co-Requisite(s): None.
Concurrent Enrollment: None.
Recommended Preparation: None

Course Notes
Lecture slides, notes, and course resources will be posted on Blackboard.usc.edu.

Technological Proficiency and Hardware/Software Required
Understanding of either Mac or Windows operating systems and general software use.
Autodesk provides free academic licenses of the Maya and Fusion 360 software that we will be using for this course.
Adobe Cloud provides discounted academic accounts but is not required if using lab computers.
Formlabs offers their PreForm 3D staging software free from their website.
SolidWorks and other software packages may be useful but are not required.
ITP offers Open Labs which are posted at itp.usc.edu. ITP also offers remote desktop access for students enrolled in ITP courses. Instructions will be posted on Blackboard.usc.edu.

Required Readings and Supplementary Materials
Recommended:
Course slides are available on Blackboard.usc.edu

Autodesk Maya Online Documentation at knowledge.autodesk.com
Lynda.com via Blackboard.usc.edu
Learning Resources for other tools like V-Ray, Preform, and Houdini can be found on Linda or at their specific sites:
V-Ray https://www.lynda.com/V-Ray-training-tutorials/1173-0.html
Houdini https://www.sidefx.com/learn/collections/quickstart-houdinis-interface/

Description and Assessment of Assignments
Consult the Assignment posting on Blackboard.
Grading Breakdown

The following percentage breakdown will be used in determining the grade for the course.

- Attendance & Participation 10%
- Assignments 30%
- Labs 10%
- Midterm Exam 20%
- Final Project 30%

Grading Scale (Example)

Course final grades will be determined using the following scale

- A 95-100
- A- 90-94
- B+ 87-89
- B 83-86
- B- 80-82
- C+ 77-79
- C 73-76
- C- 70-72
- D+ 67-69
- D 63-66
- D- 60-62
- F 59 and below

Assignment Rubrics

Assignment details and grading rubric will be posted along with the assignment as it is posted. Students with questions are encouraged to attend office hours for critique and to make sure they are understanding the scope of the assignments as detailed.

Assignment Submission Policy

All homework will be submitted on Blackboard. Detailed instructions and resources for each assignment will be posted on Blackboard along. http://blackboard.usc.edu

Grading Timeline

Grades will be posted within a calendar week after the submission due date.

Additional Policies

- Exams. No make-up exams (except for documented emergencies) will be offered.
- Attendance. Lecture attendance is mandatory; each student can miss one lecture without losing attendance credit.
- Late Assignments. 10% per day penalty is applied for late assignments. No submissions are accepted 4 days beyond due date. To receive a grade, students must notify the grader once the late assignment is submitted.
- Late Labs. No late lab submissions are accepted.
- Grade Corrections. Any questions or concerns regarding grades must be addressed within 7 days after grades are posted on Blackboard. No changes to any grades will be made after 7 days. Make-up policy for exams: To make up for a missed exam, the student must provide a satisfactory reason (as determined by the instructor) along with proper documentation. Make-up exams are generally only offered in emergency situations.
- Before logging off a computer, students must ensure that they have saved any work to either a USB drive or a service such as Dropbox. Any work saved to the computer will be erased after restarting the computer. ITP is not responsible for any work lost.
- ITP offers Open Lab use for all students enrolled in ITP classes. These open labs are held beginning the second week of classes through the last week of classes. Hours are listed at: http://itp.usc.edu/labs/.
## Course Schedule: A Weekly Breakdown

**Course Outline**  
*Subject to change throughout the semester*

<table>
<thead>
<tr>
<th>Week</th>
<th>Lecture</th>
<th>Lab</th>
<th>Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Course Overview, Intro to HTML</td>
<td>L1: Text Editor, FileZilla</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>HTML &amp; CSS</td>
<td>L2: Student Page</td>
<td>A1: Web Resume</td>
</tr>
<tr>
<td>3</td>
<td>IDs, Classes, div Tag, CSS Float</td>
<td>L3: Updated Resume</td>
<td>A2: TV Show / Movie Article</td>
</tr>
<tr>
<td>4</td>
<td>Page Layouts</td>
<td>L4: Student Page Layout</td>
<td>A3: Two-Column TV Show / Movie Article</td>
</tr>
<tr>
<td>5</td>
<td>Tables, Forms</td>
<td>L5: Form Page</td>
<td>A4: Calendar</td>
</tr>
<tr>
<td>6</td>
<td>Compound CSS Selectors, Display, Pseudo-Classes</td>
<td>L6: Simple Image Gallery</td>
<td>A5: TV Show / Movie Photo Collage</td>
</tr>
<tr>
<td>7</td>
<td>Fonts, Position Property</td>
<td>L7: Photo Gallery Captions</td>
<td>A6: Fonts, Drop-down Menu, Overlay Captions</td>
</tr>
</tbody>
</table>
| 8    | Meta Tags, Responsive Web Design | L8: Responsive Student Page | A7: Final Project Proposal  
Final Project Assigned |
| 9    | Midterm Exam (Tue & Thu) | | |
| 10   | Iframes, Media Tags | L9: Landing Page | A8: Final Project Homepage |
| 11   | Transitions, Transformations | L10: Animations | |
| 12   | JavaScript Plugins | | A9: Final Project Second Page |
| 13   | CSS Sprites, Accessibility | | |
| 14   | Intro to CSS Frameworks, Bootstrap | | |
| 15   | Domain Names, Web Hosting | | Final Project Due |