

Coffeyville Community College

COURSE SYLLABUS
FOR
COMP-296
Web Animation: Adobe Flash

Mrs. Darla Thornburg

COURSE NUMBER: COMP-296

COURSE TITLE: **Web Animation: Adobe Flash**

CREDIT HOURS: Three (3)

INSTRUCTOR: Mrs. Darla Thornburg

OFFICE LOCATION: Room 108 Weinberg Hall

OFFICE HOURS: Posted Outside Office Door

TELEPHONE: 620-251-7700, ext. 2122

E-MAIL: darlat@coffeyville.edu

REQUIRED TEXT: 1. Adobe Flash CS5 Revealed, Shuman, Course Technology, 2011.

COURSE DESCRIPTION: Web Animation: Adobe Flash will teach students how to use Flash to create dynamic, compelling, and highly interactive Web content. Students will use Flash as a drawing tool, an animation environment, a programming language and a Web authoring package.

EXPECTED LEARNER OUTCOMES: Upon successful completion of this course the student will be able to:

1. Use the Flash workspace.
2. Explore Drawing tools and objects
3. Work with Symbols and Interactivity
4. Create Animations
5. Create Special Effects
6. Prepare and publish movies
7. Import and Modify Graphics
8. Build Complex Animations
9. Work with ActionScript
10. Add Sound and Video
11. Work with Components

LEARNING TASKS AND ACTIVITIES:

A list of competencies for each unit is attached. These will be discussed in class and will comprise the material covered assignments and projects. Class time will include lecture of selected chapters from the text, demonstration of software, and student exercises. Students may need to spend additional time in the lab in order to complete exercises.

- Getting Started with Flash
- Drawing Objects in Flash
- Working with Symbols and Interactivity
- Creating Animations
- Creation Special Effects
- Preparing and Publishing Movies
- Importing and Modifying Graphics
- Building Complete Animations
- Introduction to ActionScript
- Adding Sound and Video
- Working with Components
- FINAL PROJECT

ASSESSMENT OF OUTCOMES:

Evaluation

The **grading scale** for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by averaging the grades of the following:

60%	Assignments
40%	Projects

Attendance

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class.

Attendance will be taken at the beginning of the hour each class period. If you are not present when attendance is taken, you will be counted absent for the day.

It is the responsibility of the **student, not the sponsor**, to make definite arrangements with the instructor for makeup work

before going on field trips or other College-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence before you leave, then you will be counted absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, and other College-sponsored events as approved by the Vice President for Learning.

The following scale will be used to determine your attendance adjustment for your final grade:

Number of Absences	Percent Adjustment
0	+5%
1	+3%
2	+2%
3	+1%
4	-3%
5	-6%
6	-9%
7	MUST Withdraw from class.

Example:

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade Average	93%
5 Absences	-6%
Final Grade	87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade Average	78%
5 Absences	+3%
Final Grade	81%

Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class. It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. *Please refer to "Withdrawal from Classes for Non-*

Attendance/Non-Participation” – page 21 of the College catalog.

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. Cell phone usage, including text messaging, MP3 usage, or usage of any other electronic device is not allowed in class. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

This attendance policy is subject to revision by the instructor with prior notice to the student.

Academic Honesty

Absolutely no tolerance!

Each student is expected to do his or her own work. Appropriate action will be taken on any student who is found borrowing another student's work; this may include receiving a failing grade, being dropped from the class or being placed on academic probation.

This syllabus is subject to revision with prior notice to the student by the instructor.

Web Animation: Adobe Flash

USE THE FLASH WORKSPACE

1. Understand the Adobe Flash CS5 workspace
2. Open a document and play a movie
3. Create and save a movie
4. Work with the Timeline
5. Distribute an Adobe Flash movie
6. Plan an application or a website

EXPLORE DRAWING TOOLS AND OBJECTS

7. Use the Flash drawing and alignment tools
8. Select objects and apply colors
9. Work with drawn objects
10. Work with text and text objects
11. Work with layers and objects

WORK WITH SYMBOLS AND INTERACTIVITY

12. Create symbols and instances
13. Work with libraries
14. Create buttons
15. Assign actions to frames and buttons
16. Import graphics

CREATE ANIMATIONS

17. Create motion tween animations
18. Create classic tween animations
19. Create frame-by-frame animations
20. Create shape tween animations
21. Create movie clips
22. Animate text

CREATE SPECIAL EFFECTS

23. Create a mask effect
24. Add sound
25. Add video
26. Create an animated navigation bar
27. Create character animations using inverse kinematics
28. Create 3D effects
29. Use the Deco tool

PREPARE AND PUBLISH MOVIES

- 30. Publish movies
- 31. Reduce file size to optimize a movie
- 32. Create a preloader
- 33. Use HTML publish settings
- 34. Create and test applications for mobile devices

IMPORT AND MODIFY GRAPHICS

- 35. Understand and import graphics
- 36. Break apart bitmaps and use bitmap fills
- 37. Trace bitmap graphics

BUILD COMPLEX ANIMATIONS

- 38. Plan for complex movies and animations
- 39. Create an animated graphic symbol
- 40. Create a movie clip symbol
- 41. Animate buttons using movie clip symbol
- 42. Edit an animation using the Motion Editor

WORK WITH ACTIONSCRIPT

- 43. Understand ActionScript
- 44. Work with instances of movie clip symbols
- 45. Use code snippets
- 46. Work with variables
- 47. Create complex interactivity
- 48. Load movies at runtime
- 49. Work with conditional actions
- 50. Use ActionScript to create external links

ADD SOUND AND VIDEO

- 51. Work with sound
- 52. Specify synchronization options
- 53. Modify sounds
- 54. Use ActionScript with sound
- 55. Work with video

WORK WITH COMPONENTS

- 56. Use Components in a Flash Movie
- 57. Work with Components and ActionScript