

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

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REQUIRED TEXT: 1. Adobe Flash CS3 Revealed, Shuman, Course Technology, 2008.

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 environment.
2. Explore drawing tools.
3. Prepare type for the Flash environment.
4. Work with various objects.
5. Use layers.
6. Manipulate and work with symbols and libraries.
7. Create a basic frame animation.
8. Explore tweening.
9. Create complex animations.
10. Prepare sound for animations.
11. Use imported objects.
12. Build a Flash animation with Interactivity.
13. Publish Flash content.

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
- HOT Training
- Drawing in Flash
- HOT Training
- Working with Symbols and Interactivity
- HOT Training
- Creating Animations
- HOT Training
- Creating Special Effects
- HOT Training
- Preparing and Publishing Movies
- HOT Training
- Importing and Modifying Graphics
- HOT Training
- Building Complex Animations
- HOT Training
- Using Basic ActionScript
- HOT Training
- Adding Sound and Video
- HOT Training
- Using Advanced ActionScript
- HOT Training
- 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 ENVIRONMENT

1. Explore the Flash authoring environment and learn why Flash is actually a collection of different applications, providing drawing, animation, and publishing functionality.
2. Learn to identify the different components of the Flash authoring environment, including tools, the Stage, and the Timeline.
3. Come to understand the difference between the various toolbars and panels available to the Flash designer.
4. Become familiar with the basic tool sets, including the Main toolbar, which contains almost all of Flash's drawing tools.
5. Learn about panels—Flash's version of the dialog boxes and inspectors common to other popular applications.
6. Learn about Stage, the location where almost all the work you do in Flash will be executed and ultimately viewed.
7. Begin to explore the Timeline—the primary method of controlling the movement of Flash objects over time.
8. Learn about frames and layers—two critical components of the Timeline that you'll work with extensively throughout the course.

EXPLORE DRAWING TOOLS

9. Learn how to use the Line tool and how it can be used to draw the most basic of all Flash objects—a straight line, or an object composed of only straight lines.
10. Come to understand how Flash objects interact with one another—essentially merging and combining on the Stage.
11. Begin to learn about modifiers—tool-specific options that affect how a tool behaves.
12. Explore the use of primitives—ovals and rectangles, or perfect circles and squares.
13. Learn about the two fundamental components of any Flash object—its stroke and its fill—and learn how to control their weight and color.
14. Create and modify gradients—blends of colors that can contain any number of different shades.
15. Use the Paint Bucket to fill objects with solid colors or gradients and adjust the position of a gradient relative to a filled object or the Stage.
16. Work with the Pen tool, which lets you work with and modify anchor points and segments—the building blocks of vector artwork.
17. Work with the Pencil tool, a freehand tool with several modifiers that control the behavior of straight and curved lines.

PREPARE TYPE FOR THE FLASH ENVIRONMENT

18. Learn why type is arguably the most critical element in many assignments, and how typography can strengthen or weaken an otherwise powerful argument.
19. Learn about fonts and font styles.
20. Be aware of how Flash handles different formats, including bitmap and vector fonts.
21. Become proficient at entering type into a Flash movie in two different ways—as single

elements and as blocks of text that wrap within a predefined rectangle.

22. Learn the difference between character and paragraph formatting and how to apply either to selected type.
23. Learn to break type into vector graphics so that it can be manipulated like any other Flash object.

WORK WITH VARIOUS OBJECTS

24. Learn about selection techniques, including how to select fills, strokes, portions of objects, and components created when objects merge.
25. Learn to accurately and quickly position and align objects.
26. Work with the Alignment panel, which provides methods for aligning objects on their tops, sides, or centers.
27. Learn to position objects relative to each other and relative to the Stage.
28. Learn about an object's registration, or center point, and how to move it from its default position.
29. Work with the Smooth and Straighten modifiers.
30. Learn transformation techniques, including cloning, scaling, rotating, flipping, and skewing.
31. Work with grouped objects and groups composed of multiple Flash objects.

USE LAYERS

32. Work with the Layers portion of the Timeline, where layers are managed.
33. Learn how to view and hide layers.
34. Lock layers to protect specific objects from being accidentally edited or changed and unlock them when it is safe to do so.
35. Learn about Outline view, which displays the objects on specific layers using only colored strokes.
36. Become comfortable with creating new layers and deleting existing ones.
37. Learn to copy and paste objects from one layer to another and how to use Paste in Place to maintain a copied or cut object's position relative to the Stage.
38. Work with special-use layers, including guide and motion guide layers.
39. Explore the use of masks—special layers that let you display specific portions of underlying layers.

MANIPULATE AND WORK WITH SYMBOLS AND LIBRARIES

40. Learn about using symbols—such as graphics, buttons, or movie clips—to save time and improve the efficiency of projects.
41. Work with the Library window and learn about how items are displayed and organized within it.
42. Explore symbol creation, including how to convert existing objects into various kinds of symbols and how to create them from scratch.
43. Learn the three primary behaviors of symbols—Graphic (both static and animated), Button, and Movie Clip.
44. Work with instances, which are symbols that have been dragged onto the Stage from the Library window.

45. Open other Flash movies as libraries so that you can share symbols between projects.
46. Learn about shared libraries, which can be accessed by more than one movie at a time.

CREATE A BASIC FRAME ANIMATION

47. Explore a basic overview of animation and learn how all animations—both those done using conventional methods and ones developed with Flash—are based on the same relatively simple concepts.
48. Learn about the Timeline and how animations unfold over a period of time.
49. Learn about layers and how they're used to separate individual components of an animation.
50. Explore simple frame animations, which rely on physical changes to a successive series of related images.
51. Come to understand the different types of frames in the Timeline and how they can be added, deleted, and moved.
52. Become familiar with timing considerations and how the number of frames displayed in the span of a second (frames per second, or fps) determines the playback quality of movies.

EXPLORE TWEENING

53. Explore Tweening—a method whereby you create the first and last objects in an animation and rely on Flash to create the frames between the two. The automatic generation of these in-between frames is the source of the slang term “tweening”.
54. Explore and experience the first type of tweening—motion tweening. This technique allows you to move objects across the Stage.
55. Learn to move objects on a straight line or a curved path.
56. Work with another tweening technique that allows you to change the shape and color of an object automatically.
57. Learn to use shape hints, which provide a great deal of control when changing one shape into another. This technique is known as “morphing.”
58. Become familiar with animating color changes and the positioning of blends within an object or on the Stage.
59. Learn to fade objects in and out of the Stage using alpha values and transparency settings.

CREATE COMPLEX ANIMATIONS

60. Learn about animated masks, which reveal a portion of an underlying image as it moves across the stage or on a path.
61. Develop the skills necessary to create simple buttons—a special category of Flash symbols that react to the viewer's actions. These include rollovers, clicks, and release of the mouse button.
62. Explore the creation of animated buttons—an increasingly popular technique found on many Flash-enabled Web sites.
63. Apply motion and shape tweening within a button symbol.

64. Come to understand the steps necessary to create animated elements that have several components moving at the same time—a critical skill for cartooning and character animation.
65. Learn about using onion skinning to assist in the creation and fine-tuning of multiple-component animations.
66. Create animated symbols that can be used in one or more movies.

PREPARE SOUND FOR ANIMATIONS

67. Learn about how moods, tempo, and the intended message can be enhanced or diminished by imported sounds.
68. Explore the different sound formats in popular use by professional Flash designers, including WAV and AIF.
69. Become comfortable with importing sounds into a Flash library.
70. Work with event sounds, which are triggered by specific actions on the part of the viewer/user. These include sounds associated with buttons, which provide tactile feedback to the person clicking the button.
71. Import and modify streaming sounds—which play until specifically ordered to stop.
72. Learn to use streaming audio for character dialog and how to coordinate spoken dialog with specific actions occurring on the Timeline.
73. Understand the relationship between sound quality and file size, and how to balance the two in an effort to create efficient movies.
74. Work with Flash’s built-in sound-editing functions, which let you control when sounds start, when they end, and how loud they are at specific locations in the Timeline.
75. Explore the options available to you when exporting Flash movies, including the use of MP3 files—a popular and highly efficient compression technique.

USING IMPORTED OBJECTS

76. Import vector graphics from the most popular illustration program, Adobe Illustrator.
77. Become aware of the limitations of imported blends and potential problems when importing complex blends from external illustration applications.
78. Work with QuickTime movies—a popular video and sound format that can be imported and exported from within Flash.
79. Come to understand bitmap graphics, including popular file formats, import considerations, and export options.
80. Convert imported bitmaps into Flash vector objects and edit and manage those components.

BUILD A FLASH ANIMATION WITH INTERACTIVITY

81. Learn how to involve the viewer in movies through the use of interactive methods, actions, and special Flash objects.
82. Explore the ActionScript, which is a command language that can automate many functions of the program and provide you with ways to measure and act on information or actions on the part of the viewer.
83. Learn how to apply actions to frames, buttons, objects, and movie clips.
84. Become familiar with the expressions and variables, which are containers that hold

information provided by the viewer.

85. Begin working with actions through the Normal mode of the Actions panel, where Flash provides a friendly user interface for beginning scripters.
86. Build complex, variable-based actions using the Expert mode of the Actions panel.
87. Work with multiple scenes so that you can structure complex movies across multiple Timelines.

PUBLISH FLASH CONTENT

88. Learn to test our movies, to determine how long they will take to download.
89. Become comfortable with analyzing our movies using the Bandwidth Profiler.
90. Learn a number of effective ways to reduce the size of our movies, so that they download in an acceptable amount of time even on slower modems.
91. Explore how to simulate high-speed connections, such as are offered by cable modems, DSL, and direct digital connections like T1 and T3 lines.
92. Explore the Publish Settings command, and look at how it can be used to generate a variety of different file formats for different viewing conditions.
93. Learn to print individual frames from within a Flash movie, and how to allow the user to do so.