

# CIS 75.31A Fall 2008

# Flash Animation Course Syllabus

This class is an introduction to the use and implementation of web-based animation tools. Students will use Adobe Flash to create basic vector-based animations, examine the concepts that make a quality interactive animation, complete a thorough exploration of the tools, introduce and utilize basic ActionScript, and produce animations.

## General Information

Prerequisites: CIS 73.31  
Instructor: Jeffrey Diamond  
Phone: (707) 527-4990  
Office Hours (Maggini 2941): Monday 9:00 am -11:00 am  
Thursday 2:00 pm – 4:00 pm  
Web Site: <http://www.santarosa.edu/~jdiamond/>  
E-mail: [jdiamond@santarosa.edu](mailto:jdiamond@santarosa.edu)

## Computer Access

You may use the CIS labs in Santa Rosa and Petaluma during regularly scheduled lab hours, or work at your own computer. Attendance during the lab period is optional. You may work at home if you have Flash CS3. Internet access is required for assignments.

## Required Materials

Flash CS3 Hands-On Training by Todd Perkins, Peachpit Press, ISBN: 0321509838  
**Flash CS3 software** is available at both the Santa Rosa and Petaluma labs.

## Optional materials

Enroll on lynda.com to gain access to the following video titles: ActionScript 3.0 in Flash CS3 Professional Essential Training, Flash CS3 Professional Essential Training, Flash CS3 Professional Fundamentals, Flash Professional 8 Beyond the Basics, and Flash User Experience Best Practices. NOTE: You must first email me that you want to access this library and then I add your name to the list at lynda.com. Once there are ten students on the list, you can register for the online video library by going to the link <http://www.lynda.com/edu-media/studentlogin.asp>.  
Class code: 8202008C3511. Access to library from August 20 - December 15. Cost: \$39.

## Grading and Procedures

Your final grade will be based on the following:

Item	Points
5 Homework Assignments	40
Midterm Exam	20
Final Project	20
Final Exam	20
<b>Total points available</b>	<b>100</b>

Your grade for the class will be based on the following scale:

91-100%=A	81-90%=B	71-80%=C	65-70%=D
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## Attendance

For face-to-face sections of this class, regular attendance is essential. You may be dropped from the class if you are absent twice or more. You are encouraged to ask questions in class, but please do so in a manner that is considerate to your classmates.

## Online classes

You are required to either participate in the live ElluminateLive! sessions or watch the archives of these sessions. The material presented during these sessions will be included in the midterm and final exams.

## Tests

There will be online midterm and final quizzes. The material comes from the class textbook and notes. If any exam is missed, a zero will be recorded as the score. It is your responsibility to take the quiz by the due date.

## Homework

Post all homework (unless otherwise indicated) to the [Flash Gallery](http://student.santarosa.edu/~jdiamond/flash_gallery/gallery.php) at [http://student.santarosa.edu/~jdiamond/flash\\_gallery/gallery.php](http://student.santarosa.edu/~jdiamond/flash_gallery/gallery.php)

Criteria for grading include:

- Meeting homework specifications.
- Quality of work.
- Meeting size requirements (refers to SWF files).

## Late assignments

Will be accepted one week late and will lose one point. **Any assignments turned in more than one week late will receive no credit.**

## Credit-No Credit

You may take this class credit/no-credit. You must decide before the fifth class and file the appropriate form with Admissions and Records. You must complete the midterm and final quizzes and projects to receive class credit.

## Dropping the Class

If you decide to discontinue this course, it is your responsibility to officially drop it to avoid getting no refund (after 10% of course length), a W symbol (after 20%), or a grade (after 60%). Also, for several consecutive, unexplained absences, the instructor may drop a student.

## **Final Project**

Your final project needs to be posted to your website. Specifics for this project are available on the website.

## **Cell Phones and Beepers**

Use not permitted in classroom or lab. See instructor if you have an emergency situation.

## **Standards of Conduct**

Students shall conduct themselves in a manner that reflects their awareness of common standards of decency and the rights of others. Interference with SRJC's educational objectives is a cause for disciplinary action. All members of the college community are expected to refrain from such interference, including the following types of conduct:

- Disruption of teaching
- Dishonesty, cheating, plagiarism
- Physical or verbal abuse
- Disorderly, lewd, indecent, or obscene conduct

## **Email etiquette**

Here is a list of some basic guidelines:

- Email can easily be misinterpreted; be brief, polite, never send email when angry.
- Always include a pertinent subject title for the message.
- Capitalize words only to highlight an important point or to distinguish a title or heading. Capitalizing whole words is termed as SHOUTING!
- It is rude to forward personal email without the author's permission

## **Special Needs**

Students with disabilities who believe they need accommodations in this class are encouraged to contact Disability Resources (527-4278), Analy Village - C, as soon as possible to better ensure such accommodations are implemented in a timely fashion.

## ***Schedule of Classes***

### **Week 1- August 20**

#### Getting Started

- Administrative Details
- Introducing Adobe Flash CS3

#### ***Homework (due August 27)***

1. Complete the online check-in process. Link is on the class homepage.
2. Read chapters 1-3 and complete the exercises

### **Week 2- August 27**

#### Drawing Essentials and Testing and Publishing Files

- Drawing Tools Defined
- Flash Drawing Models
- Using Merge and Object Drawing Models
- Understanding document settings
- Testing buttons and movie clips
- Testing your movie
- Publishing your movie

#### ***Homework (due September 3)***

1. Watch the [Posting to the Gallery](#) instructional Video
2. Read chapter 4 (Animating in Flash) and complete the exercises
3. Complete Homework 1 (6 points)
  - a. Create a background scene using at least five of the various drawing tools. No gradient or text for this project. Do not import; the purpose of the product is to get you used to Flash's tools.
  - b. Modify the document properties to 450 x 400 pixels.
  - c. Create at least five separate objects to make up the background and place them on a layer labeled BACKGROUND. Use the background color of your movie for your background to keep the file size small. Setting the background colors of your movie in MODIFY>DOCUMENT, into a large expanse of color will not increase in the size the movie; so if you have a blue sky you would use the background color instead of creating a shape.
  - d. Choose FILE>SAVE. Name your document lastname\_first name\_hw1.fl
  - e. Choose FILE>PUBLISH. By default, this file will be named lastname\_firstname\_hw1.swf
  - f. Upload your SWF ONLY to the gallery (max. size = 60 KB).

### **Week 3- September 3**

#### Animating in Flash

- Understand How the Timeline Works
- Setting Document Properties
- Understand Keyframes and Frames
- Create Frame-by-Frame Animation with Keyframes
- Test Movies

### ***Homework (due September 10)***

1. Read chapter 5 (Shape Tweening)

### **Week 4- September 10**

#### Shape Tweening

- What Is Shape Tweening?
- Shape Tweening Basics
- Using Shape Hints
- Creating Multiple Shape Tweens

### ***Homework (due September 17)***

1. Read chapter 6 (Symbols and Instances) and 7 (Filters and Blend Modes)
2. Watch the [Homework Two video](#) and Complete Homework 2 (8 points)
3. Create your own static background, frame by frame, and shape tween animations in a single file.
  - a) Use a 450x400 movie size.
  - b) Build a background layer consisting of it least three symbols. These can be anything from a beach scene, space scene, room, underwater, or any place else your imagination can come up with. Be sure to make your MODIFY> DOCUMENT background color the largest color you'll be using. Make sure all of your static symbols are on the same layer. After you finish, lock the layer.
  - c) Create a second layer and make a frame-by-frame animation on its own, using symbols, auto editing objects and groups. After you finish, lock the layer.
  - d) Create a shape tween animation on a third layer.
  - e) Make sure to label all your layers.
  - f) Choose FILE>SAVE and name your document lastname\_firstname\_hw2 fla
  - g) Choose FILE>PUBLISH. By default, this file will be named lastname\_firstname\_hw2.swf
  - h) Upload your SWF ONLY to the gallery (max. size = 80 KB).

### **Week 5- September 17**

#### Symbols and Instances/ Filters and Blend Modes

- Understanding Symbol and Instance Structure
- Creating Graphic Symbols
- Creating Symbol Instances
- Editing Symbols
- Editing Symbol Instances
- Animating Graphic Symbols
- What Are Blend Modes?
- What Are Filters?

### ***Homework (due September 24)***

1. Read chapters 8 (Motion Tweening and Timeline Effects) and 9 (Working with Bitmaps)

## Week 6- September 24

Motion Tweening and Timeline Effects/ Working with Bitmaps

- Shape Tweening vs. Motion Tweening
- Using Tweening Effects
- Editing Multiple Frames
- Using a Motion Guide
- Animating Text
- Understanding the Benefits of Bitmaps
- Understanding Compression in Flash CS3
- Importing and Compressing Bitmaps
- Importing Bitmap Sequences
- Converting Bitmaps to Vectors
- Using Basic Masking

### ***Homework (due October 1)***

1. Watch the [Homework 3 video](#) and complete Homework 3 (6 points)
  - a. Create a 50-frame motion tween, label it as lastname\_first name\_hw3 fla
  - b. Choose FILE>PUBLISH. By default, this file will be named lastname\_firstname\_hw3.swf
  - c. Upload your SWF ONLY to the gallery (max. size = 80 KB).
2. Read chapter 10 (Buttons)

## Week 7- October 1

Buttons

- Understanding Button States
- Understanding Button Types

### ***Homework (due October 8)***

1. Read chapter 11 (Movie Clips)

## Week 8- October 8

Movie Clips

- What Is a Movie Clip?
- Creating a Movie Clip
- Using Animated Graphic Symbols vs. Using Movie Clip Symbols
- Creating an Animated Rollover Button
- Putting an Animated Rollover Button into Action

### ***Homework (due October 15)***

1. Review chapters 1-11.
2. Complete [online midterm](#)
3. Begin reading chapter 12 (ActionScript Basics)

## Week 9- October 15

ActionScript Basics

- Using the Actions Panel
- Introducing ActionScript 3.0 Elements
- Controlling the Timeline
- Controlling Movie Clips
- What Is Dot Syntax?

- Using Conditional Statements

Note: This class will be taught by Dan Johnson and will not be recorded. I will make a recording of the content of this class late Wednesday evening and post it to the archives page Thursday morning.

## **Week 10- October 22**

### ActionScript Basics Continued

- What Is the URLRequest Class?
- Using the navigateToURL Function
- What Are Frame Labels, and Why Use Them?
- Creating a Pop-Up Menu Using Frame Labels
- What Is the Loader Class?
- What Is addChild?
- Loading Movies Using the Loader Class

### ***Homework (due October 29)***

1. Complete reading chapter 12 (ActionScript Basics)
2. Download the [homework four start file](#), read [homework 4 instructions](#) and complete the assignment (8 points)
  - a. Label it as lastname\_firstname\_hw4.fl
  - b. Choose FILE>PUBLISH. By default, this file will be named lastname\_firstname\_hw4.swf
  - c. Upload your SWF ONLY to the gallery (max. size = 100 KB).
3. Read chapter 13 (Working with Text)

## **Week 11- October 29**

### Working with Text

- Understanding Text Field Types
- Creating, Modifying, and Formatting Text
- Static Text vs. Device Fonts
- Small Type and Aliased Text
- Dynamic Text Fields
- Working with Input Text

### ***Homework (due November 5)***

1. Read chapter 14 (Sound)
2. Read [Homework 5 instructions](#)
3. Begin work on Homework 5 (12 points- due November 19)

## **Week 12- November 5**

### Sound

- Importing and compressing Sound
- Modifying Sound Settings
- Adding Sounds Using ActionScript 3.0
- Controlling Sound with On/Off Buttons
- Controlling Animation and Sound with Stop and Play Buttons

### ***Homework (due November 12)***

1. Continue work on Homework 5
2. Read chapter 15 and 16 (Components and Forms/ Video)

## Week 13- November 12

### Components and Forms/ Video

- What Are Components?
- Working with Components
- Creating a Form
- Configuring Components
- Modifying ActionScript 3.0 Component Skins
- Using Adobe Flash Exchange
- Importing Video into Flash CS3
- Understanding On2 VP6 and Sorenson Spark Video Compression
- Flash CS3 Professional Video Features
- Using Adobe Flash Video (FLV)
- Importing Video
- Controlling Video with Stop and Play Actions
- Controlling Video by Targeting Frames
- Editing Video
- Using the Flash Video Encoder

### ***Homework (due November 19)***

1. Complete work on Homework 5
2. Read chapters 17 and 18 Publishing /

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## Week 14- November 19

- Final Project Instructions

### ***Homework (due December 3)***

1. Begin work on Final Project (due December 17)
2. Read chapter 19 (Integration)

### ***November 26- Professional Development Day (no classes)***

## Week 15- December 3

### Integration

- Integrating with Dreamweaver CS3
- Importing Illustrator Content
- Importing Photoshop Content
- Creating Accessible Content
- Wrap-Up and Review for Final Exam

### ***Homework (due December 3)***

1. Continue work on Final Project

## Week 16- December 10

### ***Homework (due December 17)***

1. Review book and notes
2. Complete Online Final Exam
3. Complete [MTM Evaluation](#)
4. Final Project