



University of the Arts
PROFESSIONAL INSTITUTE FOR EDUCATORS

**ED7141 Animation for the Web II:
More Adobe Flash**

Spring, 2008

January 11, 12, 13 & 18, 19, 20

INSTRUCTOR: Sandra L. McClurken

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HOURS: Friday 5:00 - 9:30 P.M.
Saturday & Sunday 9:00 A.M. - 6:00 P.M.

TEXT: Dharkar, Anuja, Pickle, Skipper, Tapley, Scott, Heins, Jay. **Macromedia Studio 8 Step-by-Step. Projects for Flash 8, Dreamweaver 8, Fireworks 8 and Contribute 3.** Adobe Systems Incorporated 2001-2006. Thomson Course Technology, USA. ISBN #0-619-26709-7.

ADDITIONAL SUGGESTED TEXTS OF INTEREST:

Perkins, Todd. **Adobe Flash CS3 Professional.** lynda.com/books | PeachPit Press, Berkley, CA, 2008. ISBN 978-0-321-50983-3.

Veer, E.A. Vander & Gover, Chris. **Flash CS3 - The Missing Manual.** Pogue Press/O'Reilly, Sebastopol, CA, 2007. ISBN 978-0-596-51044-2.

COURSE DESCRIPTION:

This three-credit graduate-level course will allow students to build on the skills that they learned in the previous course (*ED7140*) through hands-on experience. Students will learn how to create film-style motion tweens, add sound and adjust sound properties, apply graphic filters, add ActionScript to buttons for navigation, create and apply a mask and make rich media content accessible. Students will create their own original Flash movie.

OBJECTIVES:

At the conclusion of this course, participating students will be able to:

1. Prepare the Timeline and Stage for new content
2. Import and work with bitmap graphics
3. Create variety of film-style transitions between images and simulate camera moves
4. Add sound and edit sound properties
5. Control sound with ActionScript
6. Apply graphic filters
7. Use animation to provide visual feedback to the viewer
8. Use frame labels for navigation
9. Control buttons and the Timeline with ActionScript

10. Create and apply a mask layer
11. Add scenes to a Flash document
12. Create a preloader

EVALUATION:

Participants in this course will be evaluated in the progress toward the course objectives through the completion of class assignments and an original movie clip displayed on a web page. *The University is now required to also include outside assignments as part of the course requirements.*

COURSE REQUIREMENTS:

1. Class attendance (20%)
2. Class assignments + *Outside Assignments (40%)
3. Final Project - original (40%)

COURSE SCHEDULE:

<u>Date</u>	<u>Topic</u>	<u>Assignment</u>
<i>Friday, January 11</i>	*Course Overview/Requirements <u>Project 2: Digital Documentary</u> *Lesson 1: Preparing the Timeline and Setting the Stage for New Content - pgs. 105-112 * Lesson 2: Importing and Working with Bitmap Graphics - pgs.113 - 121	Activity 1, pgs. 93-96 Activity 2, pgs. 96-97 Activity 3, pgs. 98-99
<i>Saturday, January 12</i>	* Lesson 3: Creating Film-Style Effects - pgs. 123 - 150 *Lesson 4: Working with Sound - pgs. 151 - 163	Activity 1, pgs. 233-234 Activity 4, pgs. 236-237
<i>Sunday, January 13</i>	*Lesson 5: Creating Titles by Using Text - pgs. 165 - 172 *Lesson 6: Adding Navigation Elements - pgs. 173 - 184	Activity 2, pgs. 234 Activity 3, pgs. 235-236
<i>Friday, January 18</i>	*Lesson 7: Adding Buttons for Navigation - pgs. 185 - 205	<i>Begin working on original Movie clip</i>
<i>Saturday, January 19</i>	*Lesson 8: Testing and Revising a Flash Document - pgs. 207 - 213 *Lesson 9: - <i>Improving Accessibility and Usability</i> - pgs. 215 - 232	Activity 5, pgs. 237-238
<i>Sunday, January 20</i>	*Project Completion and Share	<i>Original movie clip due</i>

***OUTSIDE ASSIGNMENTS**

The Professional Institute for Educators of the University of the Arts is now required to include outside assignments as an official part of the course.

Please choose two (2) of the following outside assignments to complete and turn in for a

percentage of your grade. Written and digital documents should include your name, date and course title. **No credit for completion of outside assignments will be given if the instructor has to play detective to determine ownership of said assignment documents.**

1. Design Document & Storyboard [For Final Project]
Following the model of the design documents provided to you as part of your in-class project, create the design document and storyboard for your final project. (*This may be submitted in printed format.*)
2. Find a web site on the Internet that has been created entirely in Flash. Critique this site in terms of the following principles of design: alignment, repetition, proximity, contrast, consistency, readability and usability. (*This may be submitted in printed format.*)
3. Research extra resources online for Flash. Create your own Web 2.0 online bookmark/favorites site for Flash resources (i.e. deli.cio.us, etc.). Include a minimum of 15 resources to get started. (*Submit the bookmark site URL to your instructor when completed.*)
4. Find 3 online tutorials for Flash to teach or reinforce skills you may need to create your final project and complete them. Write an explanation of how you will incorporate these skills to enhance your final project. (*Submit this written document (may be digital) as well as each .fla file you created while completing each tutorial.*)
5. Create a *learning log* online using a blog site to document your learning experiences during this course. A minimum of six (6) **thoughtful** entries, one for each day of the course, is acceptable. (*Submit the blog site URL to the instructor.*)

SOME SUGGESTED ONLINE RESOURCES:

<http://www.msmaonline.com> Click on *University Courses* and then *ED7141 Animation for the Web II: More Adobe Flash*

<http://www.devx.com/webdev/Article/11865> - Push Interactivity with ActionScript Buttons

<http://www.devx.com/webdev/Article/15685> - Activate Your Animations with ActionScript

http://www.baycongroup.com/flash/01_flash_5_tutorial.htm

<http://www.kirupa.com/developer/flash8/index.htm>

http://www.video-animation.com/flash8_001.shtml

<http://maclab.guhds.net/flash8/index.html>
