

CIS 75.31A Course Outline as of Fall 2001**CATALOG INFORMATION**

Dept and Nbr: CIS 75.31A Title: FLASH WEB ANIMATION

Full Title: Intro to Web-Based Animation with Flash

Last Reviewed: 4/13/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	12	Lecture Scheduled	24.00
Minimum	1.50	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	42.00
		Contact Total	5.50		Contact Total	66.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 48.00

Total Student Learning Hours: 114.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 84.56A

Catalog Description:

An introduction to the use and implementation of Web-based animation tools. We will use Macromedia Flash to create basic vector-based animations. We will examine the concepts that make a quality interactive animation, learn the fundamental tools of each software package, and produce animations of our own.

Prerequisites/Corequisites:

Course Completion of CIS 130.1 (or CIS 84.62A)

Recommended Preparation:

CIS 73.31A (formerly CIS 83.12A) and eligibility for Engl 100A or equivalent.

Limits on Enrollment:**Schedule of Classes Information:**

Description: An introduction to Web-based animation tools using Macromedia Flash to produce basic vector based animations. Examines the concepts of quality interactive animation and fundamental tools. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CIS 130.1 (or CIS 84.62A)

Recommended: CIS 73.31A (formerly CIS 83.12A) and eligibility for Engl 100A or equivalent.

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 2000	Inactive: Fall 2017
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Identify and apply animation/interface design principles
2. Examine five animation web-sites from the list and rate them according to the established criteria
3. Apply the Flash interface
4. Use the Drawing tools
5. Design a keyframe animation
6. Create Interactivity within animations
 - a. Examine labels, actions, and behaviors
 - b. Apply labels, actions, and behaviors to a short animation sequence
7. Add audio to a short animation
8. Compare the use of multiple scenes within an animation to the use of just one scene
9. Create a short animation utilizing multiple scenes, audio, and keyframe techniques
10. Examine the Flash help files - using them to find the answer to a posed question

Topics and Scope:

1. Examples of animations on the web
 - a. Analysis of the design interface
 - b. Comparison of corporate, entertainment, and informational web sites
2. Introduction to web-based animation software
 - a. Compare Live Motion to Flash
 - b. Help Files
 - c. Timeline variables

3. Software interface
 - a. Movie properties
 - b. Viewing options
 - c. Examination of the various menus
4. Drawing and painting tools
 - a. Traditional vector versus Flash
 - b. Bitmap variables
 - c. Importing different file types
5. Keyframe animation
 - a. Theory and principles of animation
 - b. Layer variables
 - 1) Masks
 - 2) Guides
 - c. Tweening techniques
 - 1) Motion
 - 2) Shape
6. Symbols, Libraries, Instances
 - a. Creating symbols
 - b. Types of symbols
 - c. Understanding libraries
 - d. Buttons
 - e. Movie Clips
7. Use of audio
 - a. Sound settings in Flash
 - b. Importing sounds
 - c. Sampling techniques
8. Labels and Actions
 - a. Action capabilities
 - b. Play, stop, and go
9. Producing your own animation

Assignment:

1. Read approximately 20 pages per week
2. Examine and analyze three of the hyperlinked Flash sites provided by the instructor
3. Write a review of three sites based on the criteria discussed in class
4. Write a list of all the features in each of Flash's pull-down menus
5. Complete the assignments on the CD
6. Create shape, motion, and transparency animations
7. Create with audio, comments, and labels

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written homework

Writing 5 - 10%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems

Problem solving
10 - 20%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, Performance exams, Production of animation

Skill Demonstrations
30 - 50%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false

Exams
30 - 50%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:

1. "Graphics, Animation, and Interactivity with Flash 4.0", by James Mohler - Delmar Publishers, 2000
2. "Flash 4 Creative Web Animation", by Derek Franklin and Brooks Patton - Macromedia Press, 2000