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 setings 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.
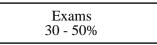
None

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