CIS 75.31B Course Outline as of Fall 2001

CATALOG INFORMATION

Dept and Nbr: CIS 75.31B   Title: INTERMEDIATE FLASH
Full Title: Intermediate Concepts and Action Scripting with Flash
Last Reviewed: 2/1/2010

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50		Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50		Lab Scheduled	0	8	Lab Scheduled	0
			Contact DHR	3.50		Contact DHR	28.00
			Contact Total	5.50		Contact Total	44.00
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00   Total Student Learning Hours: 76.00

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:

Catalog Description:
This class will focus on intermediate and advanced topics in Flash including: Action Scripting; Using pre-load movies to improve playback; Create 3D animation sequences; and Create a web site incorporating the elements learned throughout this class.

Prerequisites/Corequisites:
Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A)

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This class will focus on intermediate and advanced topics in Flash including: Action Scripting; Using pre-load movies to improve playback; Creating 3d animation sequences; and Creating a web site incorporating the elements learned throughout this class. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A)
Recommended:

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 2001	Inactive:	Fall 2015
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Students will:
1. Review basic Flash terminology and concepts
2. Construct basic interactivity scripts
3. Examine, understand, and assemble intermediate level Action scripting
4. Design and create a series of pre-load sequences
5. Design and create 3d animation sequences
6. Inspect, understand, and implement a variety of special effects
7. Inspect, compare, and employ a variety of interactive techniques and "smart clips"
8. Design and create a web site incorporating the elements learned throughout this class

Topics and Scope:

1. An Animation Review and an Introduction to Symbols and Instances
   a. Animation Overview
   b. Understanding Symbols and Instances
   c. Editing Symbols and Instances
   d. Creating a Shared Symbol Library
   e. Creating Buttons
   f. Using the Movie Explorer
2. Basic Interactivity in Flash
   a. Using the Stop and Go To Actions
   b. Linking from Flash
   c. Using Drag and Drop within Flash
   d. Using the If Frame Is Loaded Action
3. Intermediate Interactivity

a. Understanding Action scripting
b. Working with Form Fields and Variables
c. Using Action Script to Set Variables
d. Using String Operators to Format a Variable Display
e. Evaluating the Position of an Object
f. Dynamically Setting Properties
g. Web-Native Printing in Flash
4. Creating pre-load sequences
a. Examine Flash's streaming capabilities
b. Create a basic pre-loader
c. Review advanced pre-loaders
d. Create a pre-movie introduction that acts as a pre-loader
5. 3D Animation with Flash
a. Logos
b. Using bitmaps as basis to generate vectors
c. Exporting 3D into Flash from third party software
d. Examine various file formats in relation to 3D
6. Creating Animated Effects
a. Creating text effects
b. Simulating transitions using masks.
c. Spotlight and magnification effects
7. Interactive Techniques and Smart Clips
a. Interface design issues
b. Custom buttons
c. Text filed elements
d. Drag and drop actions
e. Menus
f. Sliding button controls

Assignment:

1. Complete worksheet indicating understanding of basic flash elements we have reviewed
2. Use the Tell Target command to control a movie clip
3. Create a multi-scene movie consisting of all three types of symbols
4. Create a basic pre-loader and test it using the bandwidth profiler
5. Create a brief pre-show loader
6. Create a brief 3D animation with the tracing technique
7. Create various blur effects on text that will be used in your final web site
8. Write and debug a series of three or more action scripts that you will use in your final project
9. Create a web site utilizing the skills acquired during this class

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.

	Writing
None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.	0 - 0%

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

	Problem solving
Homework problems, Quizzes, Exams	20 - 40%

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

	Skill Demonstrations
Class performances, Performance exams, Production of animation	40 - 60%

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

	Exams
Multiple choice, True/false	20 - 40%

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

	Other Category
None	0 - 0%

Representative Textbooks and Materials:
1. "Graphics, Animation, and Interactivity with Flash 5.0", by James Mohler - Delmar Publishers, 2000
2. "Flash Action Scripting", by Bill Sanders - Coriolis 2000