CIS 75.31B Course Outline as of Fall 2002

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	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	61.25
		Contact Total	5.50		Contact Total	96.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00 Total Student Learning Hours: 166.25

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: All aspects of ActionScripting; using preload movies to improve playback; creating 3D animation sequences; controlling sound, text and movie clips with Flash; and creating a web site incorporating the elements learned throughout the class.

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

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: Intermediate and advanced topics in Flash including; ActionScripting using preload moves to improve playback, creating 3D animation sequences contolling sound, text and movie clips with Flash; 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: Eligibility for ENGL 100 or ESL 100
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. Inventory basic Flash terminology and concepts
2. Examine and use ActionScript programming concepts
3. Construct interactivity scripts with various levels of complexity
4. Implement ActionScripts enabling them to control sound
5. Examine and use various text types and methods to control text
6. Design and create 3D animation sequences
7. Design and create a series of preload sequences
8. Inspect, analyze and implement a variety of special effects
9. Inspect, compare and employ a variety of interactive techniques and "smart clips"
10. Design and create a web site incorporating the elements learned throughout this class

Topics and Scope:

1. Inventory basic Flash terminology and concepts
   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
   g. Using the Stop and Go To actions
   h. Linking from Flash
   i. Using Drag and Drop within Flash
   j. Using the If Frame Is Loaded Action

2. Examine ActionScript concepts
   a. OOP (object oriented programming) Language
   b. ActionScripting categories
   c. Handlers
   d. Actions
   e. Dot syntax and other punctuation
   f. Movie clips
      1. Instantiating
      2. Methods
   g. Objects and Classes
   h. Properties
   i. Methods
   j. Variables and data types
      1. Objects
      2. Numbers
      3. Strings
      4. Boolean data
   k. Conditional Statements
   l. Arrays
   m. Constructors
   n. Concatenating strings
3. Construct Interactivity Scripts
   a. Load movie techniques
      1. Levels
      2. Targeting Movie clips
   b. Setting and detecting Movie Clip Properties
   c. Duplicating and Attaching Movie Clips
   d. Testing information with conditional statements
      1. if...then
      2. else
   e. Working with Form fields and Variables
   f. Using Action Script to Set Variables & input different data types
   g. Using String Operators to Format a Variable Display
   h. Evaluating and Dynamically Setting Object Properties
   i. OnScreen Text Fields
   j. Using Loop statements
4. controlling Sound
   a. Creating sound objects
   b. Modifying sounds
   c. Transforming sounds
5. Controlling Text
   a. Input Text
   b. Dynamic Text
   c. Concatenating Text
   d. Manipulating and analyzing Strings of text
6. Creating pre-load sequences
   a. Examine Flash's streaming capabiliteis
   b. Create a Flash 3 pre-loader
   c. Create Flash 4 and 5 pre-loaders
7. 3D Animation with Flash
   a. Simulating video and 3D
   b. Logos

c. Using bitmaps as basis to generate vectors
d. Exporting 3D into Flash from third party software
e. Examine various file formats in relation to 3D

8. Creating Animated Effects
   a. Creating text effects
   b. Simulating transitions using masks
   c. Spotlight and magnification effects
9. Interactive Techniques and Smart Clips
   a. Interface design issues
   b. Custom buttons
   c. Text field elements
   d. Drag and Drop actions
   e. Menus
   f. Sliding button controls
10. Creating Flash-based websites
   a. Optimization
   b. Publishing
   c. Extensions to detect plug-ins
   d. Size considerations
   e. Accessibility issues

Assignment:

1. Complete worksheet indicating understanding of basic flash elements we have reviewed
2. Create a basic pre-loader and test it using the bandwidth profiler
3. Use targeting through dot syntax, this, and Tell target to control a movie clip.
4. Use a variety of Load movie techniques to load movies in multiple levels and within other targeted movie clips
5. Create draggable buttons within movie clips and set MC properties
6. Create a sound object and control the object properies
7. Control text by utilizing dynamic and input text options
8. Create an advanced preloader that utilizes Flash 5 ActionScript and test it using the bandwidth profiler
9. Use and modify variables to control information flow
10. Create a brief preshow loader
11. Create a brief 3D animation with the tracing and/or rotoscoping techniques
12. Create various blur effects on text that will be used in your final web site
13. Examine and utilize various Smart Clips that are available as Flash extensions
14. Write and debug a series of three of more action scripts that you will use in your final project
15. 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.

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.	Writing 0 - 0%

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

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

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 40 - 60%

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

Multiple choice, True/false	Exams 20 - 40%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:

1. "Macromedia Flash Advanced", by Russell Chun, Peachpit Press 2000
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2. "Flash Action Scripting", by Bill Sanders - Coriolis 2000