CIS 75.21A Course Outline as of Fall 2001

CATALOG INFORMATION

Dept and Nbr: CIS 75.21A   Title: MACROMEDIA DIRECTOR
Full Title: Introduction to Macromedia Director
Last Reviewed: 3/19/2001

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: CIS 84.63

Catalog Description:
This course guides computer-seasoned students through the development cycle of multimedia production using Macromedia Director. Working individually and in teams, students will use Director to develop brief interactive multimedia presentations containing text, graphics, animation, sound, and special effects.

Prerequisites/Corequisites:
Course Completion of CIS 73.31B (or CIS 83.12B)

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This course guides computer-seasoned students through the multimedia development cycle. Working individually and in teams, students will use Director to develop brief interactive presentations containing text, graphics, animation, sound, and special effects. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CIS 73.31B (or CIS 83.12B)

Recommended:
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:	Inactive:
AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Spring 2000	Inactive: Spring 2008	
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Students will:
1. Define the Director metaphors: stages, scripts, casts, and movies
2. Recognize and label the elements of Director's main screen
3. Identify the tools on the toolbar, and describe what each one does
4. Manage the cast of a small Director movie: add a cast member, sort the cast, locate a cast member, organize the cast window
5. Identify these Score window elements: Tempo channel, Palette channel, Transition channel, Ink, Sound, Script, and Sprite
6. Use the Control Panel to play back a movie, step through a movie, and loop a movie
7. Identify and describe the Paint window tools
8. Explain how simple animation works (in theory)
9. Use the Score window to animate a simple cast member on the stage
10. Create a short (one minute or less) Director movie that contains the following
    a. A short sound segment
    b. An original animation
    c. A looping element
    d. Scrolling text
    e. Transitions
    f. User interactivity such as: buttons

Topics and Scope:

Students will learn:
1. Definition and uses of multimedia
2. Multimedia components

   a. Text
   b. Graphics
   c. Sound
   d. Video
   e. Animation

3. Director's metaphors
   a. Movie
   b. Stage
   c. Script
   d. Cast

4. The elements of Director's main screen
   a. Cast
   b. Control Panel
   c. Score
   d. Toolbar
   e. Stage

5. Setting the Stage
   a. Size
   b. Location
   c. Palette

6. Managing the Cast Window
   a. Importing Cast members
   b. Organizing the Cast window
   c. Locating a Cast member
   d. Sorting the Cast

7. Working with the Score
   a. Tempo channel
   b. Palette channel
   c. Transition channel
   d. Ink
   e. Sound
   f. Script
   g. Sprite

8. Using the Control Panel
   a. Play back a movie
   b. Step through a movie one frame at a time
   c. Set other options: loop, sound, and frame counter

9. Use of the Paint Window tools to create cast members
   a. Shape tools
   b. Selection tools
   c. Color, pattern, and gradient tools
   d. Rotation and other special effect tools
   e. Registration tool
   f. Text tool
   g. Eraser and Pencil tools

10. Compare Macromedia Paint with other image editing tools
   a. PhotoShop
   b. Illustrator

11. Animation basics
   a. Animation theory
   b. Director's animation commands and features
   c. Using the Score window to animate a simple cast member on the

stage
12. Developing sound media
   a. Recording sounds
   b. Saving sounds and importing them into Director
13. Working with text as
   a. Elements
   b. Cross-platform font usage
14. File names, formats, color palettes, color depth, and their impact on multimedia production
   a. Folder and file names for cross-platform authoring
   b. File formats for cross-platform authoring
   c. Color correction and color depth
15. Stagecraft and scoring
   a. Managing the score: frames, score navigation, jump buttons, cell color, channel visibility
   b. Channel layers
   c. Moving sprites between layers
   d. Manipulating frames: add, cut, and move frames
   e. Setting the tempo
   f. Using transitions
16. Add interactivity to the movie
   a. User input
   b. Buttons and other navigation techniques
   c. Markers
   d. Looping
   e. Control timing

Assignment:

1. Complete worksheet on Director screen landmarks and tools
2. Manipulate the cast of a small director movie to
   a. Locate a cast member
   b. Add a cast member
   c. Organize the cast window
   d. Delete unused cast members
3. Manipulate the Score window to
   a. Select cells
   b. Add and cut frames to a movie
   c. Move a cell sequence
   d. Move a sprite between layers
4. Play back, step through, and loop a movie
5. Animate at least one cast member in the Score window
6. Working individually or as part of a team, develop a brief (one minute or less) interactive movie that contains sound, animation, text, and simple scripting.
7. Prepare a written evaluation of the movie.

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.

Worksheets and project evaluation	Writing 20 - 30%

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

None	Problem solving 0 - 0%

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

Performance exams	Skill Demonstrations 70 - 80%

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

None	Exams 0 - 0%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:
1. "Director 8 and Lingo Authorized", by Phil Gross - Peachpit Press 2000
2. "Director 8 for Macintosh and Windows: Visual QuickStart Guide",
  by Andre Persidsky - Peachpit Press 2000