CS 74.31A Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: CS 74.31A 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	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

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 75.31A

Catalog Description:

An introduction to the use and implementation of Web-based animation tools. Students will use Macromedia Flash to create basic vector-based animations, examine the concepts that make a quality interactive animation, complete a thorough exploration of the tools, introduce and utilize basic ActionScripting, and produce animations.

Prerequisites/Corequisites:

Recommended Preparation:

Course Completion of CS 50.11A (or CIS 58.51A) and Course Completion of CS 70.11A

Limits on Enrollment:

Schedule of Classes Information:

Description: An introduction to the use and implementation of Web-based animation tools. Students will use Macromedia Flash to create basic vector-based animations, examine the concepts that make a quality interactive animation, complete a thorough exploration of the tools, introduce and utilize basic ActionScripting, and produce animations. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Course Completion of CS 50.11A (or CIS 58.51A) and Course Completion of CS 70.11A 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 CSU GE: Transfer Area				Effective: Effective:	Inactive: 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 be able to:

- 1. Examine and report on uses of Flash on the web and in interfaces
- 2. Identify and apply animation/interface design principles
- 3. Effectively use animation interface including animation tools
- 4. Create different types of Flash symbols and utilize them through the Library
- 5. Compare, contrast and practice different tweening and frame-based animation techniques
- 6. Examine and resolve issues related to importing files and managing content on the stage
- 7. Identify basic Flash actions and apply them by creating interactivity with animations
- 8. Apply audio basics and their use within the Flash paradigm and apply this knowledge by importing, editing, and controlling audio files in Flash
- 9. Inventory, compare and implement various Flash movie testing methods
- 10. Examine issues and implement effective optimization techniques for publishing Flash sites

Topics and Scope:

- 1. Examples of Flash animation
 - a. Web-based
 - b. Application interfaces
- 2. Introduction to web-based animation software
 - a. Flash
 - b. LiveMotion2
- 3. Software Interface
 - a. Drawing tools
 - b. Painting tools
 - c. Stage
 - d. Timeline

- e. Layers
- f. Pallettes
- g. Rules, guides, and grids
- 4. Symbols, Libraries, Instances
 - a. Graphic symbols
 - b. Button symbols
 - c. Movie Clip symbols
 - d. Library methods and control
- 5. Keyframe animation
 - a. Different types of frames
 - b. Frame-based animations
 - c. Motion tweening
 - d. Shape tweening
- 6. Importing files into Flash
 - a. Bitmaps
 - b. Audio
 - c. Exporting from other programs
- 7. Basic Actions
 - a. Labels
 - b. Actions list
 - c. Actions panel
 - d. Applying actions to symbols
 - i. Movie clips
 - ii. Buttons
- 8. Audio within Flash
 - a. File Types
 - b. More importing techniques and concerns
 - c. Compressing files
 - d. Editing the sound envelope
 - e. Playing files on the timeline
 - f. Looping audio
- 9. Testing Flash movies
 - a. Testing in the browser
 - b. Using Test movie command
 - c. Using Bandwidth profiler
 - d. Showing streaming
- 10. Optimization of Flash movies
 - a. Examine and edit publish settings
 - i. Flash
 - ii. HyperText Markup Language (HTML)
 - b. Compression of images and sounds
 - c. Generating file size reports
 - d. Producing your own animations
 - i. Stage size
 - ii. Target audience

Assignment:

- 1. View a variety of Flash sites and application interfaces
- 2. Analyze and evaluate theme based on established criteria
- 3. Read chapters appropriate to the topics being discussed (approx. 25 pages per week)
- 4. Utilize the Flash>Help>Lessons to review and practice the use of Flash tools and program

interface

5. Draw a static multi-layer scene using several of the program tools consisting of a variety of symbol types

6. Apply knowledge of keyframe animation to create animations within the static scene, with a focus on publish settings, FTPing (File Transfer Protocol) files

7. Create a 468X60 web banner by using several files imported and/or created in another program - part of an electronic portfolio

8. Import and control sound within a Flash file

9. Examine labels, actions, and behaviors and apply labels, actions and behaviors to a short animation sequence

10. Examine the use of multiple scenes within an animation and create a short animation

utilizing multiple scenes, audio and keyframe

techniques

11. Create a six-page web site project, using a go to structure that will:

- a. demonstrate facility with the Flash interface
- b. demonstrate facility with the Drawing tools
- c. demonstrate facility with keyframe animation
- d. frame-by-frame walk cycle
- e. motion tweening
- f. effects, opacity, tint, alpha
- g. guide layers
- h. mask tweening
- i. shape tweening-compare and contrast with motion tweening
- 12. 3-5 exams

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.

Analysis and evaluation of theme

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

Web site project

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

Flash animation assignments

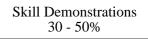
Exams: All forms of formal testing, other than skill performance exams.

Exams: Multiple choice, True/false, completion

5 - 10%	

Writing

Problem solving	
10 - 20%	





None

Other Category 0 - 0%

Representative Textbooks and Materials: Flash Professional CS5 Digital Classroom (1st), Gerantabee, Fred. Wiley & Sons 2010