

Introduction to Flash

Course Syllabus ---- 2009-2010

Units: 1

Prerequisites: Prior computer experience and keyboarding are extremely helpful. Students should have a strong ability to read and follow directions and work in a self-paced environment.

Instructor: Mickey Turner

Instructional Materials: Activity Guides, Software manuals, tutorials

Materials: All materials are provided for students with the exception of a pen/pencil.

Standards: A \geq 93, B \geq 86, C \geq 78, D \geq 70

Grading: 70% lab, 20% employability, 10% final project

Target Audience: High School, grades 10-12

Course Description: Introduction to Flash focuses on basic animation, operation of the software program Adobe Flash, utilization of Fireworks to prepare graphics for import into Flash, and creation of complex Flash animations.

Lab Requirements: iMac G5 computers with Internet access, Flash, Fireworks.

UNIT 1 SAFETY 3 days

UNIT 2 INTRODUCTION TO MAC 1 week

UNIT 3 INTRODUCING COMPUTER ANIMATION 2 days

- 1a. Begin/maintain an electronic multimedia dictionary
- 1b. Complete "Flash exploration" worksheet

UNIT 4 GETTING STARTED WITH COMPUTER ANIMATION 1 week

- 1a. Complete Atomic Learning tutorials A1-A7
- 1b. Practice skills by beginning an original flash document
- 2a. Complete tutorials A8-A17
- 2b. Practice skills in original flash document

UNIT 5 DRAWING 1 week

- 1a. Complete tutorials B1-B11
- 1b. Practice skills by adding basic draw objects to original flash document
- 2a. Complete tutorials C1-C7

- 2b. Practice skills by modifying objects in original flash document
- 3a. Complete tutorials C16-19
- 3b. Practice skills by correctly aligning and/or grouping objects in original flash document
- 4a. Add basic text to the original flash document
- 4b. Apply effects to the text
- 5a. Complete tutorials D1-9
- 5b. Practice skills by creating layers in original flash document
- 6a. Complete tutorials C8-C11
- 6b. Practice skills by adding a gradient to the original flash document
- 7a. Complete tutorials C12-15
- 7b. Practice skills by transforming objects in original flash document

UNIT 6 WORKING WITH SYMBOLS AND INTERACTIVITY

1 week

- 1a. Complete tutorials E1-E4
- 1b. Practice skills by creating symbols in original flash document
- 2a. Complete tutorial E5
- 2b. Practice skills by adding symbols to the library in original flash document

UNIT 7 CREATING ANIMATIONS

3 weeks

- 1a. Complete tutorials F1-3
- 1b. Practice skills by inserting frames into in original flash document
- 2a. Complete tutorials F4 and F5
- 2b. Practice skills by creating an object that moves along a guide in original flash document
- 3a. Complete Activity Guide 5.4, page 55
- 3b. Practice skills by creating a motion guides in original flash document
- 4a. Complete tutorials F8-9
- 4b. Practice skills by creating motion animation in original flash document
- 5a. Complete tutorial F10
- 5b. Practice skills by animating text in original flash document

UNIT 8 CREATING SPECIAL EFFECTS

1 week

- 1a. Complete tutorial F4
- 1b. Practice skills by inserting a shape tween into in original flash document
- 2a. Visit the tutorial at http://www.adobe.com/designcenter/video_workshop/html/vid0127.html
- 2b. Create a mask effect in original flash document
- 3a. Complete activity 5.3 in student guide.
- 3b. Add sound to original flash document
- 4a. Complete activity 5.4 in student guide.
- 4b. Add scenes to original flash document
- 5a. Complete 6.5 in student guide, pages 29-38
- 5b. Working with a partner, create a storyboard for a digital narrative
- 5c. Prepare images and sound for a digital narrative
- 5c. Complete the digital narrative

UNIT 9 PREPARING AND PUBLISHING MOVIES 1 week

- 1a. Complete 6.5 in student guide, pages 29-49
- 1b. Publish digital narrative for presentation to class.
- 2a. Read “Conducting a usability test” on page 49 of activity 6.5
- 2b. Revise digital narrative and publish to reduce file size
- 3a. Visit www.adobe.com/devnet/articles/usability_testing.html for information on publishing with HTML settings
- 3b. Publish digital narrative for web use

UNIT 10 IMPORTING AND MODIFYING GRAPHICS 1 week

- 1a. Complete Activity guide 6.1, pages 7-10
- 1b. Import graphics into original Flash document
- 2a. Complete Activity guide 6.1, pages 2-4
- 2b. Create bitmap fills to imported graphics.
- 3a. Complete Activity guide 6.4, page 39
- 3b. Trace bitmap graphics in original Flash document
- 4a. Create a storyboard that will utilize prepared graphics
- 4b. Locate and import graphics into original Flash document
- 4c. Create movie using graphics

UNIT 11 BUILDING COMPLEX ANIMATIONS 3 weeks

- 1a. Complete Activity guide 5.4, pages 56 & 57
- 1b. Create graphic symbols for face animation
- 2a. Complete Activity guide 5.1, pages 17-18
- 2b. Prepare a movie clip symbol that can be reused.
- 3a. Complete Activity guide 5.1, pages 33-35
- 3b. Create buttons for original flash document
- 3c. Complete Activity guide 5.1, “Creating an Animated Face”
- 3b. Prepare animated face movie

UNIT 12 USING BASIC ACTIONSCRIPT 2 weeks

- 1a. Complete Activity guide 5.1, pages 26-29
- 1b. Add a stop action to face movie
- 2a. Locate a movie clip symbol on the internet and download
- 2b. Import a movie clip symbol into face movie
- 3a. Complete Activity guide 5.1, pages 30-32
- 3b. Add a play button to face movie

UNIT 13 ADDING SOUNDS 1 week

- 1a. Complete Activity guide 5.1, page 35
- 1b. Add sound to button in face movie
- 2a. Complete Activity guide 5.3, pages 48-50
- 2b. Add a sound from Flashkit.com to face movie
- 3a. Complete Activity Guide 6.4, pages 43-45
- 3b. Publish face movie with accessibility options

UNIT 14**CREATING AN ANIMATION PRESENTATION****1 week**

- 1a. Research careers in computer animation, including training requirements
- 1b. Prepare a Flash presentation on careers
- 2a. Publish presentation
- 2b. Present the presentation to class per rubric
- 3a. Using presentation evaluation instrument, evaluate own presentation
- 3b. Using presentation evaluation instrument, evaluate classmates' presentations
- 4a. Using the results of the evaluation instruments, use Word create a summary of what you learned from them and ways you could improve your presentation
- 4b. Using Word, create a 2-page report on the career of your choice in the computer animation field