

Course Outline

COURSE: DM 110 **DIVISION:** 50 **ALSO LISTED AS:** CSIS 110

TERM EFFECTIVE: Fall 2018 **Inactive Course**

SHORT TITLE: INTERACT ANIM FLASH

LONG TITLE: Interactive Animation: Flash

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
3	18	Lecture:	2	Lecture:	36
		Lab:	3	Lab:	54
		Other:	0	Other:	0
		Total:	5	Total:	90

COURSE DESCRIPTION:

The production of vector graphics, animation, and interactive multimedia in Shockwave-Flash format for web pages and other digital media. Design of highly interactive web site interfaces and animated games using Flash actions (scripting). Useful for web designers/developers, animators, and multimedia authors. This course has the option of a letter grade or pass/no pass. Also listed as CSIS 110. **ADVISORY:** CSIS 1, CSIS 2/2L, CSIS 124 or basic computer knowledge.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

- L - Standard Letter Grade
- P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 047 - Laboratory - LEH 0.7
- 05 - Hybrid
- 72 - Dist. Ed Internet Delayed

STUDENT LEARNING OUTCOMES:

1. The student will be able to analyze requirements for website interfaces, web marketing banners, and interactive games, then using animation software, design and produce animation for actual use on the World Wide Web and other digital media.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Inactive Course: 05/14/2018

Students repeating this class will have a chance to improve their skills under the supervision of an instructor. Repetition will especially be useful when the software has changed or new software applications are used in the class.

WEEK HOURS CONTENT:

- 1 2 Lecture: Introduction to animation concepts and Flash 5: Use of the drawing tools; concept of vector drawing, overlay levels, and objects.
- 3 Lab assignment: Do tutorial-lessons 1-5 in Flash help menu.
- 4 Homework: Read chapter on the tools of Flash. Draw a scene on paper to bring to class and recreate in Flash. Start reading about
- 2 2 Lecture: Scenes, symbols and grouping. Use and attributes of layers. File types.
- 3 Lab assignment: Draw a scene using Flash 5 drawing tools. Finish tutorial-lessons 1-5 in Flash help menu.
- 4 Homework: Read about Flash scenes, symbols, layers, and grouping. Find a photo or paint a picture to scan for next class.
- 3 2 Lecture: Importing/exporting graphics. Bitmap tracing and manipulation.
- 3 Lab assignment: Import bitmapped picture. Edit and convert to vector-based objects.
- 4 Homework: Study file types. Draw a simple storyboard of a bouncing ball to bring to next class.
- 4 2 Lecture: Storyboarding. Frames/timeline concepts. Introduction to Flash 5 animation: frame by frame animation and tweening. Reverse sequence and other modifiers.
- 3 Lab assignment: Do bouncing ball example as a frame by frame animation where ball travels from top of screen to bottom, squashes then, moves back up. Recreate animation using tweening.
- 4 Homework: Expand storyboard of bouncing ball to include a forward motion. Study keyframes, tweening, and

animation sequences.

5 2 Lecture: Advanced animation techniques: motion paths and shape or vector animation.

3 Lab assignment: Draw a simple car and make it move over a mountain range then crash into a cliff.

4 Homework: Start project PF1: Design and storyboard a 'splash' screen. Tour the internet for splash screens examples and bring two URLs to next class. Study advanced animation techniques.

6 2 Lecture: Masking, exporting as different file types, including shockwave Flash player types.

3 Lab assignment: Make a simple mask for the windows of the car in the previous assignment so that the background shows through. Export file to a Flash player file and a GIF animation for use on a web page.

Continue work on Splash screen.

4 Homework: For all the file types that Flash can export come up with an example use for each file type. Bring the list to the next class. Also, find a soundtrack for the splash screen and bring the CD ROM or cassette to the next class. Study masking and sound file types.

7 2 Lecture: Sound file types (MP3, AIF, Wav, etc.) and their use. Importing sound files and basic sound design using Flash.

3 Lab assignment: Record and import a sound to include in the splash screen project. Finish splash screen (project PF1).

4 Homework: Study sound file types and waveforms. For each computer platform list the best file types and bring to next class.

8 2 Lecture: 'Movie clip' symbols. Types and design considerations of web page banner ads.

3 Lab assignment: Construct a rotating wheel, then add a pair to previous Lab assignment of car moving over mountains.

4 Homework: Conceptualize and storyboard project PF2: Animated ad banner for use on a web page. Study movie clip concepts and bring two conceptual examples to next class.

9 2 Lecture: Using Flash on the Web. Flash web examples. Publishing formats, html settings and download times.

3 Lab assignment: Work on banner project PF2. Embed into web page. And upload to site and view in a browser.

4 Homework: Study all the available Flash publishing parameters. Go to Shockwave.com and find a game that you like. Bring the URL to class.

10 2 Lecture: Intro to Flash 'Button' symbols and their frames. Use of movie clips for button animation.

- 3 Lab assignment: Design basic and animated rollover buttons with sound and movie clips.
- 4 Homework: Study button symbol concepts. Conceive and Storyboard a very simple two scene animation controlled by buttons. Bring it to next class.
- 11 2 Lecture: The concept of symbol's 'Instance.' Intro to Flash frame and button Actions such as 'go to frame' or 'go to scene.'
- 3 Lab assignment: Exercise: Construct your simple two scene interactive animation.
- 4 Homework: Search the internet for good user interfaces. Find two examples that you like and prepare to discuss these in class next week.
- 12 2 Lecture: More actions especially for web navigation, URL action commands.
- 3 Lab assignment: Recreate the instructor's Flash menu example for loading URLs.
- 4 Homework: Storyboard and flow chart Project PF3: Design a frame-based menu for a web site. Bring to next class. Study simple Flash actions that pertain to the web.
- 13 2 Lecture: More use of Flash for web navigation: URL commands & Targets.
- 3 Lab assignment: Finish PF3 (web frame menu).
- 4 Homework: Study pathnames, targets, and the concept of movie levels.
- 14 2 Lecture: Controlling movies and movie clips control via buttons and actions. Concept of movie levels and unloading.
- 3 Lab assignment: Recreate instructor's movie clip and movie level example.
- 4 Homework: Project PF4: Design, storyboard, and produce a Flash Web site with hierarchical menus.
- 15 2 Lecture: More movie level concepts and catchup.
- 3 Lab assignment: Work on project PF4 (hierarchical web menu).
- 4 Homework: Go to Shockwave.com and find a game that appeals to you. Either simplify or create your own game for implementing in Flash.
- 16 2 Lecture: More Flash navigation. Intro to simple game design.
- 3 Lab assignment: Finish web menu project. Recreate instructor's simple Flash game.
- 4 Homework: Project PF5, Design, flow chart, and storyboard a simple game. Study advanced Flash actions.
- 17 2 Lecture: Advanced Flash actions such as random, etc.
- 3 Lab assignment: Produce project PF5 (a simple game).
- 4 Homework: Study for final exam.

18 3 Final EXAM!!! And project presentation.

ASSIGNMENTS:

See content.

METHODS OF INSTRUCTION:

Lecture, computer demonstration, web examples, and lab tutoring.

METHODS OF EVALUATION:

The types of writing assignments required:

Written homework

The problem-solving assignments required:

Homework problems

Quizzes

Exams

The types of skill demonstrations required:

Class performance

Performance exams

Other: Lab Projects, both design and production.

The types of objective examinations used in the course:

Multiple choice

True/false

Matching items

Completion

Other category:

None

The basis for assigning students grades in the course:

Writing assignments: 5% - 20%

Problem-solving demonstrations: 10% - 20%

Skill demonstrations: 30% - 60%

Objective examinations: 10% - 40%

Other methods of evaluation: 0% - 0%

REPRESENTATIVE TEXTBOOKS:

Required:

Katherine Ulrich, "Flash CS4 Professional ", Peachpit Press, 2008, or other appropriate college level text.

ISBN: 0321502914

Reading Level of Text: 12, Verified by: dvt

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 200470

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200470

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: DM

CSU Crosswalk Course Number: 110

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: C

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000139448

Sports/Physical Education Course: N

Taxonomy of Program: 061410