

## **COURSE OUTLINE**

### **Flash Fundamentals**

#### **Course Description**

IN115. Flash Fundamentals. 3 hours credit. This course will enable the student to plan, build and publish Flash graphics. This course emphasizes production of vector graphics using Macromedia Flash, a software application for designing and publishing digital animations. During the course, the student will use digital palettes, tools and a variety of techniques to create images and then modify their size, appearance and behavior. Topics include object creation, frames, motion and shape tweening, actions, interactive buttons, sounds and publication. The student will learn efficient work techniques and implement Flash's layers, symbols, and libraries. Before enrolling in Flash Fundamentals, the student must be competent in basic computer operation.

#### **Course Relevance**

Vector graphics have emerged as a powerful technology for adding animated images to web sites. These quick-loading, scalable graphics are used to create attention-getting banner ads, entertaining cartoons and interactive navigation menus. Macromedia Flash is the vector graphic software of choice. Competence in graphic creation and publication is a foundational skill for a variety of professions, including multimedia associate producer, web designer, web content creation specialist, interface designer, multimedia programmer/authoring specialist, multimedia graphic production artist, digital video specialist, graphic designer, and more.

#### **Required Materials**

None.

USB Digital Drive: 1 GB minimum.

Note: Majors in digital media and web programming can use one drive for several classes

Macromedia Flash Pro 8 software.

Note: Majors in digital media or web programming should purchase the entire suite. Macromedia Studio Suite 8 software.

#### **Learning Outcomes**

The intention is for the student to be able to

1. Demonstrate competent use of Flash software tools, layers, timelines, symbols and libraries
2. Work with a team to plan, build, and publish professional-quality vector graphic

## **Primary Learning PACT Skills that will be DEVELOPED and/or documented in this course**

Through the student involvement in this course, he/she will develop his/her ability in the following primary PACT skill areas:

### **1. Teamwork**

- Through participation in project teams, the student will demonstrate teamwork skills.

### **2. Field-Related Technology**

- Through use of the software and hardware employed to create and deliver vector graphics, the student will demonstrate skill in using field-related technology.

Secondary skills (developed but not documented): Problem Solving  
Nonverbal Communication  
Time Management

## **Major Summative Assessment Task(s)**

These learning outcomes and primary Learning PACT skills will be demonstrated by

1. Preparing a team project that applies Flash production skills to a project with professional-quality specifications

## **Course Content**

- I. Themes – Key recurring concepts that run throughout this course:
  - A. Graphic Production
  - B. Technological Tools and Skills
  - C. Project Management
- II. Issues – Key areas of conflict that must be understood in order to achieve the intended outcome:
  - A. Balancing technical restraints and design goals
  - B. Managing and contributing to the production process
- III. Concepts – Key concepts that must be understood to address the issues:
  - A. Techniques used to create animated vector graphics: colors, layers, frames, symbols
  - B. Communication and teamwork
- IV. Skills/Competencies – Actions that are essential to achieve the course outcomes:
  - A. Identify the components of the Flash Editor
  - B. Create, modify, reuse and control Flash objects on multiple layers
  - C. Animate projects with frame-by-frame techniques, motion tweening and shape tweening
  - D. Add interactivity with frame and object actions and buttons
  - E. Add sound to the movie
  - F. Work with components, forms and video

- G. Publish Flash movies in several formats
- H. Create original projects by integrating a variety of Flash techniques
- I. Contribute to and evaluate team projects

### **Learning Units**

- I. Background Information/Interface
- II. Drawing and Color Tools
- III. Animation Basics/Shape Tweening
- IV. Symbols & Instances/Motion Tweening
- V. Bitmaps/Buttons/Movie Clips
- VI. ActionScripting Basics Text/Sound
- VII. Components & Forms/Video
- VIII. Publishing & Exporting
- IX. Putting it All Together/Integration
- X. Project Development/Team production skills

### **Learning Activities**

Classroom: Learning activities will involve the student in examining various aspects of vector animation software. Lectures, discussions, projects, readings, viewing of various pages, research assignments, quizzes and tests may be employed to prepare the student to be equipped to successfully complete the major assessment tasks.

Online: Learning activities will involve the student in examining various aspects of vector animation software. Online lectures, discussions, small group projects, readings, viewing of various pages, research assignments, quizzes and tests may be employed to prepare the student to be equipped to successfully complete the major assessment tasks.

### **Grade Determination**

Students will be graded on satisfactory completion of major assessment tasks, various other graded learning activities, attendance and adequate participation and discussion.