San Bernardino Valley College
Curriculum Approved: December 8, 2003
Last Updated: December 2003

I.   CATALOG DESCRIPTION:
  A.   Department Information
        Division: Humanities
        Department: Art
        Course ID: ART 186
        Course Title: Intermediate Web and Multimedia Design: Flash
        Units: 3
        Lecture: 2 Hours
        Laboratory: 3 Hours
        Prerequisite: None
        Department Advisory: ART 185

  B.   Catalog and Schedule Description: Focus on interactive motion graphics for web site and disk distribution, using applications such as Macromedia Flash. Emphasis will be given to design concept as well as an understanding of structure and impact web media and CD-ROM.

II.   NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: One

III.   EXPECTED OUTCOMES FOR STUDENTS:
  Upon successful completion of the course, the student will be able to:
  A.   Understand the basic elements of Macromedia Flash, an interactive animation application.
  B.   Construct an Animation in Macromedia Flash
  C.   Use Flash action scripts to prove navigation and feedback for the end user.
  D.   Construct Flash elements for inclusion in web sites.
  E.   Navigate scenes using object buttons
  F.   Incorporate a stand-alone flash site for the web using an HTML matrix shell.
  G   Construct a stand-alone flash site for a CD-ROM using a projector.
  H.   Describe web page elements such as JavaScript and Shockwave.
  I.   Control a cross platform issues for a Flash site.

IV.   COURSE CONTENT:
  A.   Basic Elements of Flash
  B.   Animating in Flash
        1.   Key framing
        2.   Tweening
  C.   Actions in Flash
        1.   Action scripting frames
        2.   Action scripting objects
  D.   Text in put into Flash
  E.   Using Graphic bitmapped elements
  F.   Using buttons
  G.   Using and navigating scenes
  H.   Using movie clips
  I.   Using video
  J.   Using and optimizing sound in Flash.
  K.   Navigating multiple timelines with movie clips
  L.   Shockwave and Flash player controls
  M.   Constructing projectors for CD-Rom distribution
  N.   Cross platform issues
        1.   Windows
        2.   Macintosh OS
        3.   Unix
  O.   Browser issues
        1.   The World Wide Web Consortium

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        2. Netscape
        3. Microsoft Explorer

V.   METHODS OF INSTRUCTION:
   A. Computer demonstrations
   B. Lectures
   C. Computer exercises
   D. Textbook and workbook assignments
   E. Supervised projects

VI.   TYPICAL ASSIGNMENTS:
   A. Design an animated introduction web page using Flash.
       1. Use a logo designed in Adobe Illustrator that has a least 3 layers.
       2. Export Illustrator layers to Flash.
       3. Import them into Flash as separate layers.
       4. Animate the layers through a 30 second time line using motion and/or shape tweening.
       5. Publish the movie
       6. Import the movie and its accompanying html page into GoLive or DreamWeaver.
   B. Design a Flash navigation site using scenes and buttons.
       1. Create at least 3 scenes in your Flash site similar to separate web pages.
       2. Create 3 buttons: 2 for scenes 2 and 3 and one to return to scene 1.
       3. Insert buttons navigating to scenes 2 and 3 on page one.
       4. Insert button returning to scene one into scenes 2 and 3.
       5. Publish Flash movie and accompanying html page. Test movie in the browser.

VII. EVALUATION(S):
   A. Methods of evaluation
       1. Objective evaluation: written test
           Typical test questions: Short answer.
           a) How does an object use action scripting that is different from frame action scripting?
           b) When would you use motion tweening instead of shape tweening?
           c) What is the advantage of using a movie clip element instead depending of the main timeline?
       2. Subjective evaluation: Completion of 3 interactive projects. Project will be accompanied by a journal of steps and information used in its creation.
           Projects will be evaluated on the following criteria:
           a) Originality of the concept
           b) The clarity of organization
           c) Steps executed to complete their projects
           d) Success in achieving the original idea
           e) Complexity of the work attempted
   B. Frequency of evaluation
       1. One test
       2. Completion of 3 projects

VIII. TYPICAL TEXT(S):
     <u>Macromedia Flash for Macintosh and Windows,</u> Kathrine Ulrich. CA: PeachPit Press, 2002.
     <u>Macromedia Flash Advanced for Macintosh and Windows</u>, Russell Chun. CA: PeachPit Press, 2002.
     <u>Macromedia Flash MX Hands-On-Training,</u> Kymberlee Weil. CA: PeachPit Press, 2002.

IX.   OTHER SUPPLIES REQUIRED FOR STUDENTS: Blank Zip disks, blank CD-R disks.