

Introduction to Flash Design

Fall 2011

Class Meeting Information

This course meets online from September 19, 2011 to October 30, 2011

Instructor Information

Name: Kevin Hanegan

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Kevin Hanegan is the author of 4 programming books: *Building State-of-the-Art Web Pages*, *Custom CGI Scripting with Perl*, *Practical Guide to Curl*, and *Building Solutions with the DecisionSite Analytics Platform*. He has worked for a variety of software companies, universities, and corporate training centers as a course developer, trainer and consultant. He currently is the Director of Educational Services for TIBCO Software Inc.

Prerequisites

Excellent analytical skills; must enjoy using computers and have a knack for figuring things out on the computer. See enrollment confirmation for login information.

Course Description

Flash is a popular technology used for delivering high-impact, rich Web content. Designs, animation, and application user interfaces are deployed immediately across all browsers and platforms, attracting and engaging users with a rich Web experience. This course will cover the basics of Flash design and will teach students how to build flash objects into their existing Web sites.

Course Objectives

- Discuss Internet limitations.
- Identify digital image types: vectors and bitmaps.
- Add multimedia elements to Flash movies.
- Use Flash's scripting language, ActionScript, to create an interactive movie.
- Use Flash to produce an animated Web site.

Course Text or Online Resources

Adobe Flash CS3 Professional Hands-on-Training (or the book related to your version)

by Todd Perkins

Publisher: PeachPit Press

Print ISBN-10: 0321509838

Print ISBN-13: 978-0321509833

Course Outline

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|------------------------|---|
| Week 1 | Orientation Week |
| Topics | This first week is considered an orientation week. During this time please leave a welcome message for your classmates and instructor. Please familiarize yourself with the tools available on this system. |
| Assignments Due | No Assignment |
| Week 2 | Session 1 - User Interface Overview |
| Topics | <ul style="list-style-type: none"> ➤ Introduction to Flash ➤ User Interface Overview ➤ |
| Assignment | Connect the dots |
| Week 3 | Session 2 – Animations |
| Topics | <ul style="list-style-type: none"> ➤ Motion Tweening ➤ Shape Tweening ➤ Combining Tween Types |
| Webinar | 10/05/11 7:00 – 8:00 PM PST |
| Assignment | Bouncing Balls Animation |
| Week 4 | Session 3 - Symbols |
| Topics | <ul style="list-style-type: none"> ➤ Symbols and Instances ➤ Buttons ➤ Movie Clips ➤ Filters, Blends, and Masks |
| Assignment | Working with Symbols and Instances |
| Week 5 | Session 4 - Action Script Introduction |
| Topics | <ul style="list-style-type: none"> ➤ Overview of Action Script ➤ ActionScript Quick Reference |
| Assignment | Code Walkthrough |
| Week 6 | Session 5 - Putting it All Together |
| Topics | <ul style="list-style-type: none"> ➤ Events ➤ A Practical Example ➤ Resources |
| Webinar | 11/26/11 7:00 – 8:00 PM PST |
| Assignment | Design an interesting visual presentation |

Evaluation and Grading

In this course, you will be evaluated in the following way:

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|--|--------|
| Individual Assignments (5 x 16pts each) | 80pts |
| Participation in class discussions | 20pts |
| Total | 100pts |

Unexcused late assignments are penalized 50% off. Assignments are spaced one week apart and are due on Sunday midnight PST. I realize things come up and people have other things to do, so if you are going to be late with an assignment, please email me before hand otherwise it will be considered unexcused.

Grading Scale

A = 90% – 100%
B = 80% – 89%
C = 70% – 79%
D = 60% – 69%

Types of Communication

In an online course, the majority of our communication takes place in the course forums. We also have 3 1.5 hour webinars scheduled where we can communicate synchronously. In addition, when we have a need for communication that is private, whether personal, interpersonal, or professional, we will use individual email.

Code of Conduct

All participants in the course are bound by the University of California Code of Conduct, found at <http://www.ucop.edu/ucophome/coordrev/ucpolicies/aos/uc100.html>.

Netiquette

In an online classroom, our primary means of communication is written. The written language has many advantages: more opportunity for reasoned thought, more ability to go in-depth, and more time to think through an issue before posting a comment. However, written communication also has certain disadvantages, such a lack of the face-to-face signaling that occurs through body language, intonation, pausing, facial expressions, and gestures. As a result, please be aware of the possibility of miscommunication and compose your comments in a positive, supportive, and constructive manner.

Course Policies

Expectations of students

I expect you to

- Participate actively, constructively, and politely in the course forum
- Submit all assignments by the time and date indicated
- Notify me as soon as possible if you have an emergency or need more time for an assignment (Late assignments will be granted within a time frame of up to one week / 7 days from receipt of notification.)

Expectations of the instructor

You can expect me to

- Review all the course content, materials, assignments, and forum prompts prior to the start of the class
- Post my syllabus to the class prior to start
- Post my welcome message prior to start
- Be online every day during the course
- Respond to individual email within 24 hours
- Give you individual feedback on your posted assignments within 48 hours of the due date
- Enjoy the experience!