SYLLABUS

DATE OF LAST REVIEW: 02/2013

CIP CODE: 11.0801

SEMESTER: Departmental Syllabus

COURSE TITLE: Web Animation (Flash)

COURSE NUMBER: CIST0189

CREDIT HOURS: 3

INSTRUCTOR: Departmental Syllabus

OFFICE LOCATION: Departmental Syllabus

OFFICE HOURS: Departmental Syllabus

TELEPHONE: Departmental Syllabus

EMAIL: Departmental Syllabus
KCKCC issued email accounts are the official means for electronically communicating with our students.

PREREQUISITE(S): None

REQUIRED TEXT AND MATERIALS: Please check with the KCKCC bookstore, http://www.kckccbookstore.com/, for the required texts for your particular class.

COURSE DESCRIPTION:
This course is designed to give students an introduction to the Adobe Flash program. Flash is not only used for animation on the web, but is becoming a valuable tool for designing interactive training. Students will learn to use Flash as an interactive tool for Web Design. The student will create by using the basic drawing tool and the importing of other graphic and multimedia material into a finished interactive web site. ***Students need to have basic computer skills.***

METHOD OF INSTRUCTION: A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.   .

COURSE OUTLINE:

I. Fundamentals
   A. Vector vs. Bitmapped
   B. Flash Environment
      1. Stage
      2. Workspace
      3. Toolbar
      4. Timeline
      5. Panels
      6. Property Inspector
   C. Drawing
   D. Starting New Document/Saving
   E. Tools
      1. Brush
      2. Pen
      3. Rulers, Grids, and Guides
   F. Moving, Copying, and Deleting Objects
   G. Basic Animation
      1. Frame by Frame
      2. Motion Tweening
      3. Shape Tweening
II. Text
   A. Text Tool
      1. Editing, moving, and copying text
   B. Text Properties
      1. Font and attributes
      2. Alignment and formatting
   C. Breaking text
   D. Strokes and fills
   E. Stage area
   F. Free Transform tool and objects
   G. Editing strokes and fills
   H. Grouping
   I. Color
      1. Panels
      2. Gradients
III. Layers and Libraries
   A. What are layers and what they do
   B. Creating, moving and deleting layers
   C. Hide and Lock layers
   D. Mask layers
   E. Layer properties
   F. Libraries
      1. Symbols and instances
      2. Creating, inserting and editing symbols
      3. Symbols from Common Libraries
      4. Symbols from other movies

G. Importing Graphics
    1. Bitmap
       i.   Breaking apart
       ii. Bitmap fill
       iii. Bitmap to vector
IV. Animation
   A. Motion Tween Animation
    1. Rotate/Scale
    2. Movement Speed
   B. Motion Path
   C. Frames
    1. Insert, remove, copy and move
   D. Preview Animation
    1. Scrubbing
    2. Controller
   E. Shape Tween Animation
   F. Frame-by-Frame Animation
V. Sound, Video, and Interactivity
   A. Add Sound
   B. Import video
   C. Interactivity with Buttons
VI. Testing and Publishing Flash Movies
   A. Test Scene
   B. Test Movie
   C. Publish Movie
   D. Publish in other Formats
VII. Action Scripts
   A. What are they—concepts and terms
   B. Controlling Movies
    1. goto
    2. on
    3. play
    4. stop
   C. Frames Labels/comments
   D. Preloaders
VIII. What's New
   A. New features in current version of Flash

EXPECTED LEARNER OUTCOMES:
A.   The student will be able to describe the fundamentals of Flash.
B.   The student will be able to identify the major tools used in Flash.
C.   The student will be able demonstrate the ability to create different types of animation .
D.   The student will be able to identify the different Text tools.
E.   The student will be able to demonstrate the ability to use color in objects.
F.   The student will be able to explain the use of layers.
G.   The student will be able to explain the use of the Library.

H.   The student will be able to demonstrate the ability to import graphics.
I.   The student will be able to demonstrate the ability to create animation.
J.   The student will be able to demonstrate the ability to add sound, video and interactivity.
K.   The student will be able to explain how to test and publish flash movies.
L.   The student will be able to identify basic Action Script commands.

COURSE COMPETENCIES:
Upon successful completion of this course:
The student will be able to describe the fundamentals of Flash.
1. The student will be able to describe the fundamentals of Flash.
2. The student will be able to identify the part of the Flash Environment.
The student will be able to identify the major tools used in Flash.
3. The student will be able to identify the major tools used in Flash.
4. The student will be able to demonstrate the use of the major tools.
The student will be able demonstrate the ability to create different types of animation.
5. The student will be able to demonstrate the ability to create frame by frame animation.
6. The student will be able to demonstrate the ability to create motion tweening animation.
7. The student will be able to demonstrate the ability to create shape tweening animation.
The student will be able to identify the different Text tools.
8. The student will be able to identify the different Text tools.
9. The student will be able to demonstrate the ability to modify text with the text tools.
The student will be able to demonstrate the ability to use color in objects.
10. The student will be able to demonstrate the ability to use color in object
11. The student will be able to demonstrate the ability to color strokes and fills.
The student will be able to explain the use of layers.
12. The student will be able to explain the use of layers.
13. The student will be able to hide and lock layers.
14. The student will be able to demonstrate the ability to create masked layers.
15. The student will be able to demonstrate the ability to move and delete layers.
The student will be able to explain the use of the Library.
16. The student will be able to explain the use of the Library.
17. The student will be able to identify the differences between symbols and instances.
18. The Student will be able to create graphic, button, and movie symbols.
The student will be able to demonstrate the ability to import graphics.
19. The student will be able to demonstrate the ability to import graphics.
20. The student will be able to convert bitmap graphics to vector graphics.
The student will be able to demonstrate the ability to create animation.
21. The student will be able to demonstrate the ability to create animation.
22. The student will be able to demonstrate the ability to add a motion guide to an animation.
23. The student will be able to demonstrate the ability to rotate and change animation speed.
The student will be able to demonstrate the ability to add sound, video and interactivity.
24. The student will be able to demonstrate the ability to add sound, video and interactivity.
25. The student will be able to demonstrate the ability to create interactive buttons.
The student will be able to explain how to test and publish flash movies.
26. The student will be able to explain how to test and publish flash movies.
27. The student will be able to demonstrate testing and publishing flash movies.

28. The student will be able to demonstrate the ability to publish flash in other formats.
The student will be able to identify basic Action Script commands.
29. The student will be able to identify basic Action Script command..
30. The student will be able to demonstrate the use of the basic Action Script commands.

ASSESSMENT OF LEARNER OUTCOMES:
Student progress is evaluated by means that include, but are not limited to, exams, written assignments, and class participation.

SPECIAL NOTES:
This syllabus is subject to change at the discretion of the instructor.   Material included is intended to provide an outline of the course and rules that the instructor will adhere to in evaluating the student's progress. However, this syllabus is not intended to be a legal contract. Questions regarding the syllabus are welcome any time.

Kansas City Kansas Community College is committed to an appreciation of diversity with respect for the differences among the diverse groups comprising our students, faculty, and staff that is free of bigotry and discrimination. Kansas City Kansas Community College is committed to providing a multicultural education and environment that reflects and respects diversity and that seeks to increase understanding.

Kansas City Kansas Community College offers equal educational opportunity to all students as well as serving as an equal opportunity employer for all personnel. Various laws, including Title IX of the Educational Amendments of 1972, require the college's policy on non-discrimination be administered without regard to race, color, age, sex, religion, national origin, physical handicap, or veteran status and that such policy be made known.

Kansas City Kansas Community College complies with the Americans with Disabilities Act. If you need accommodations due to a documented disability, please contact the Director of the Academic Resource Center at 913-288-7670.

All enrolled students at Kansas City Kansas Community College are subject to follow all rules, conditions, policies and procedures as described in both the Student Code of Conduct as well as the Student Handbook. All Students are expected to review both of these documents and to understand their responsibilities with regard to academic conduct and policies. The Student Code of Conduct and the Student Handbook can be found on the KCKCC website.