COURSE SYLLABUS

LAST REVIEW	Fall 2022
COURSE TITLE	Introduction to Web Animation
COURSE NUMBER	MMVP 0166
DIVISION	Career and Technical Education
DEPARTMENT	MMVP
CIP CODE	24.0101
CREDIT HOURS	3
CREDIT HOUR BREAKDOWN	Class: 1 Lab: 4
PREREQUISITES	None
COREQUISITES	None

COURSE DESCRIPTION

This course is designed to introduce the fundamentals of Adobe's Scalable Vector Graphic Program to the student. Flash is pervasive in the multimedia and web design industries used for website design and construction to animation and video encoding. Students will create interactive animations using the drawing tools and importing of other material.

PROGRAM LEARNING OUTCOMES

1. The student will define the hardware and interactive requirements that comprise multimedia
2. The student will compare and contrast technical developments in multimedia and their impact on society
3. The student will create digital audio, digital still images and video images that exemplify the elements and principles of professional level asset acquisition
4. The student will edit original digital content including audio, video and still images
5. The student will create original content by applying the elements and principles of aesthetics and design
6. The student will demonstrate the ethical use of video, audio and copyright law to their creation of media.
7. The student will evaluate the time, scope and medium requirements of multiple projects and create a plan that will result in the on-time completion
8. The student will analyze the scope and medium requirements of multimedia projects, project a completion date and submit the finished work by that date

TEXTBOOKS

http://kckccbookstore.com/

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.   **Basics:**
   A. Starting Flash and Opening Files
   B. The Work Area
   C. The Library panel
   D. The Property inspector
   E. The Tool panel
   F. Undoing steps in Flash
   G. Previewing a Movie
   H. Publishing a Movie
   I.   Flash Help
   J. Online Services
   K. Review Questions
II. **Working with Graphics**
   A. Creating Rectangles
   B. Using a gradient fill
   C. Making selections
   D. Drawing ovals
   E. Creating a simple animation
   F. Working with lines
   G. Manipulating objects
   H. Masking objects
   I.   Testing a movie
III. **Creating and Editing Symbols**
   A. Importing illustrator files
   B. Symbols
   C. Converting Objects to symbols
   D. Importing bitmap images
   E. Adding bitmaps to a movie clip symbol
   F. Working with button
   G. Adding transparency
IV. **Working with Text**
   A. Organizing layers in a Timeline
   B. Placing assts on layers
   C. Using tweens to animate objects
   D. Creating text
   E. Animating text with masks
   F. Using tweens to simulate a shaking motion
V.   **Animation**
   A. Setting up the project file
   B. Animating a symbol
   C. Working with nested symbols
   D. Using a mask to animate a symbol
   E. Moving objects across the stage
   F. Adding sound

G. Adding a stop action
H. Animating titles
I. Morphing objects
J. Fading objects in with alpha
K. Animating motion on a path

VI. Creating Interactive files
A. Designing a layout
B. Creating buttons
C. Activating the buttons

VII.   Basic Scripts
A. Working with ActionScript 3.0
B. Working with conditional Statements
C. Adding a stop action
D. Using variables downloading data from a URL
E. Working with Events
F. Using events
G. Using events to script button

VIII.   Using components
A. About components
B. Adding a text component
C. Using components to create interactivity

IX. Working with Sound and Video
A. Prepare the project file
B. Creating sound buttons
C. Creating movie thumbnail buttons
D. Extending the timeline
E. Preparing Flash video content
F. Working with video that includes alpha channels

X. Assembling a preloader
A. Loading the movie
B. Animating the preloader
C. Changing the visibility of movie clips
D. Caching bitmaps

XI. Publishing Flash documents
A. Testing a document
B. Adding metadata
C. Publishing a movie for the web
D. Alternative publishing options

COURSE LEARNING OUTCOMES AND COMPETENCIES
Upon successful completion of this course, the student will:

A. Navigate the Flash user interface
1. Identify and manipulate the panels in a Flash document
2. Add layers to the Timeline
3. Create a keyframe in the Timeline

4. Search for topics in Flash Help

B. Create and modify graphic objects
5. Draw and import objects
6. Select, group and ungroup elements and portions of elements
7. Create masks to hide areas of layers

C. Create, convert and modify symbols
8. Create new symbols
9. Differentiate symbol types
10. Import assets into the library
11. Reduce the file size of flash documents

D. Create, edit and tween text
12. Create and edit text in Flash
13. Use masks to animate text
14. Apply filters to text

E. Create animations using symbols, sounds and objects.
15. Animate objects using tweens
16. Nest symbols
17. Animate motion along a path

F. Create interactivity with buttons
18. Edit nested symbols
19. Create and use frame labels
20. Name instances for use in ActionScript

G. Add variables, comments, functions and conditional statements to action scripts
21. Create basic scripts using ActionScript
22. Work with conditional statements

H. Create and edit the parameters of components
23. Add a component to a project
24. Modify the component's parameters
25. Configure an interactive component

I. Create controls for audio and video content
26. Import and edit sound files
27. Import video files

J. Assemble and implement a preloader
28. Monitor the loading progress
29. Use ActionScript to animate a preloader

K. Publish a flash document
30. Test a Flash document
31. Change publish settings for a document

32. Publish a self-contained projector file

ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES
Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

COLLEGE POLICIES AND PROCEDURES
Student Handbook
https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf

College Catalog
https://www.kckcc.edu/academics/catalog/index.html

College Policies and Statements
https://www.kckcc.edu/about/policies-statements/index.html

Accessibility and Accommodations
https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html.