NOTE: This course is not designed for transfer credit.

Catalog Course Description:

This fundamental Web-animation course examines and demonstrates essential elements in creating vector-based graphics using Macromedia’s Flash. The topics include vector vs. bitmap images, timelines, special effects and use of plug-ins vs. HTML-only animations. The emphasis of this course will be on creating high-quality Web pages using principles of layout design, color theory as applicable to Web design and preparation of text for the Web.

Entry Level Standards:

Basic computer proficiency, knowledge of HTML, ability to create graphics for the Web and ability to design and structure a web site.

Prerequisites:

WEB 2200; or WEB 2001 and 2002 and 2003; or CSIT 2645 or equivalent for WEB majors; CGT 1040 and 2040 for CGT majors

Textbook(s) and Other Course Materials:

The following materials are available from the Pellissippi State Bookstore and at vtc.com

Macromedia Flash MX 2004 Training from the Source by Jen DeHaan, Macromedia Press

Virtual Training Company Macromedia Flash MX for Designers CDs.

Use the instructor name and code found in the first message on the Discussions board for a 50% discount on the price of the CDs. Click on the Discussions link.

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>1-2</td>
<td>o Vector vs. bitmap graphics&lt;br&gt;o Using the Flash Workspace&lt;br&gt;o Customizing Flash Preferences&lt;br&gt;o Using Panels&lt;br&gt;o Using the Library Panel&lt;br&gt;o Creating Custom Shortcuts&lt;br&gt;o Modifying Movie Properties&lt;br&gt;o Using the Drawing Tools&lt;br&gt;o Creating Simple Shapes</td>
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</tbody>
</table>
o Modifying Strokes and Fills
o Importing files
o Working with Groups
o Working with Layers

3-4
o Working with Text
o Adding Timeline Effects to a Text Field
o Using Embedded Fonts
o Creating Symbols
o Opening a Movie as a Library
o Using Instances of Symbols
o Editing Symbols and Groups
o Using the Movie Explorer
o Using the Timeline
o Manipulating Frames
o Distributing contents to multiple layers
o Using motion tweening
o Using masking
o Using a motion guide
o Using shape tweening

5-6
o Using the Actions Panel
o Controlling the Timeline with frame actions
o Creating a button
o Adding actions to button instances
o Creating and using templates
o Using actions to open a URL and send e-mail
o Importing Sound
o Adding sound to the timeline
o Modifying sound properties
o Adding sound to buttons
o Using sound effects

7-8
o Importing video
o Adding video to the timeline
o Loading movies using the loadMovie action
o Unloading movies
o Creating a model using nested groups
o Animating a model frame by frame

9-10
o Making an 8 frame walk cycle
o Making the cycle into a symbol

11-12
o Using planning tools
o Using storyboards and animatics
o Using a site map to plan navigation

13-14
o Creating a preloader
o Using the Bandwidth Profiler
o Publishing your movie in multiple formats

II. Course Objectives*

A. Conceptualize, plan and execute vector animations for the Web. II,III
B. Understand various animation techniques used in Flash. I
C. Manipulate variables affecting movie quality and file size. I, II
D. Publish movies in various formats (Flash movies, animated GIFs, Quicktime movies, Realplayer files). II,III
E. Better understand the use of animation as a means of communicating ideas. III

*Roman numerals after course objectives reference goals of the WEB program.

III. Instructional Processes*:

Students will:

1. Practice elements of the work ethic such as professionalism, preparedness, punctuality, honesty, cooperation, dependability, contribution, effectiveness, and good manners. Transitional Strategy
2. Participate in a project development team. Communication Outcome, Transitional Strategy, Active Learning Strategy
3. Use professionally accepted methods and materials in completion of projects. Technological Literacy Outcome, Transitional Strategy, Active Learning Strategy
4. Use a variety of methods to present findings from research. Communication Outcome, Transitional Strategy, Active Learning Strategy, Technological Literacy Outcome

*Strategies and outcomes listed after instructional processes reference TBR’s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

IV. Expectations for Student Performance*:

Upon successful completion of this course, the student should be able to:

1. Conceptualize animations. A,B
2. Create storyboard ideas. A,B
3. Create keyframes from storyboard. B
4. Use the tools in Flash to create content for frames. A,B
5. Import graphics to be used in Flash frames. A,B,C
6. Import and edit sound files. D,E
7. Construct files logically in named layers so others can easily make sense of them. A
8. Publish movies in various formats that may be needed by clients. D,E
9. Use all the various techniques available in Flash for animating. A,B,C
10. Add interactivity to movies. D,E
11. Explore suggested links to learn more about animation. E
12. Assemble animations in an organized fashion (name all layers and library items). B,C,D
13. Create original graphics to use in animations. A

*Letters after performance expectations reference the course objectives listed above.

V. Evaluation:

A. Evaluation Procedures:

The final grade will be determined on the basis of scores on assignments, projects and quizzes as well as the instructor's evaluation of the student's understanding and application of the concepts covered in the course.

B. Grading Scale:

A  93-100
B+ 90-92
B  85-89
C+ 80-84
C  75-79
D  70-74
F  69 and below

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding videotape and Web courses) must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. (Pellissippi State Catalog)

B. Academic Dishonesty:

Students are expected to submit only their own work. Do not collaborate on work with other students unless it is a group project. Failure to observe these rules could result in the student receiving a failing grade or being dismissed from the class with a grade of F. Plagiarism, cheating, and other forms of academic dishonesty are prohibited. Students guilty of academic misconduct, either directly or indirectly through participation or assistance, are immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions which may be imposed through the regular Pellissippi State procedures as a result of academic misconduct, the instructor has the authority to assign an F or a zero for the exercise or examination or to assign an F in the course. (Pellissippi State Catalog)

C. Accommodations for disabilities:

If you need accommodations because of a disability, if you have emergency medical information to share, or if you need special arrangements in case the building must be evacuated, please inform the instructor immediately. Please see the instructor privately after
class or in his/her office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by going to Goins 127 or 131 or by phone: 694-6751(Voice/TTY) or 539-7153.

D. Other Policies:

Facilities: Students must have a valid Pellissippi ID to be presented on demand to gain access to Pellissippi facilities.

Some exams are to be taken at the Testing Center at Pellissippi State. Policy requires that students have a photo ID to take a test in the Testing Center. Children are not allowed in the Testing Center. For location, hours, etc., refer to the Testing Center web site.

If a student is taking this course at a distance and cannot come to the Pellissippi State Testing Center, it will be the student's responsibility to make arrangements for a proctored exam. Contact your instructor to discuss this matter.

Hardware Requirements for This Course

IBM-type criteria:

- Pentium Computer 600 MHz minimum (Pentium III/750 MHz preferred) processing speed
- 128 MB RAM (256 MB recommended)
- 275 MB available disk space
- Monitor capable of at least 800 x 600 resolution
- CD-ROM (DVD preferred) Drive
- 56 kbps modem with Internet access (high speed such as cable modem or DSL recommended if possible)
- Speakers, microphone and 16 bit sound card
- Operating System: Windows 98 SE (4.10.2222 A), Windows 2000, or Windows XP

Macintosh criteria:

- 500 MHz PowerPC G3 processor
- 64 MB RAM (128 MB RAM preferred)
- Monitor capable of at least 800 x 600 resolution
- CD-ROM (DVD preferred)
- 56 kbps modem with Internet access (high speed such as cable modem or or DSL recommended if possible)
- Speakers and microphone
- 128 MB RAM (256 MB recommended)
- Operating System: Mac OS X 10.2.6 and later, 10.3

215 MB available disk space