

AUSTIN COMMUNITY COLLEGE

CONTINUING EDUCATION

Flash (Beginning)

(18 hours)

ITNW 5050, 6044

COURSE SYLLABUS

Course Description: Flash is the ultimate interface development tool. Learn to create rich Internet applications, script interactivity, incorporate sound and video, and publish interactive content in a variety of formats. **Prerequisite:** None.

Objectives: Every student will be able to:

- Create and edit simple artwork
- Create and and edit the three kinds of symbols
- Animate using motion and shape tweens
- Control tweens with motion guides and shape hints
- Import images and sounds generated in other applications
- Script basic interactivity using the Stop, GoTo, Play, and With actions
- Publish Flash movies in multiple formats

Rationale: The SWF format is the web standard for dynamic interactivity. Much more than the simple animation program it used to be, Flash is a high-end tool for generating rich internet applications and user interfaces, and is a must-have skill for web designers.

Type of Course: Short Course

Evaluation: Students will be evaluated on their competency in performing a variety of hands-on exercises created to insure the student has achieved all course objectives throughout the course, and class participation. In order to grant CEU credit for a course the students must be able to author and publish a functional movie with the same functionality as a sample provided in class. The instructor will validate each participant's achievement of the course objectives by signing and awarding individual certificates of completion.

AUSTIN COMMUNITY COLLEGE

CONTINUING EDUCATION

Flash (Beginning)

(18 hours)

ITNW 5050, 6044

COURSE SYLLABUS

Course Outline:

- I. Introduction to Flash (4 hours)
 - A. SWF vs. FLA vs. DCR (Shockwave)
 - B. Drawing and editing artwork

- II. Animation (4 hours)
 - A. Introduction to the Timeline
 - B. Shape vs. Motion tweening
 - C. Using Symbols

- III. ActionScripting (4 hours)
 - A. Scripting basic interactivity

- IV. Working with sound (4 hours)
 - A. Importing and editing sound
 - B. Sound synchronization
 - C. Sound compression (MP3 vs. ADPCM)

- V. Publishing (2 hours)
 - A. Using the Bandwidth Profiler
 - B. Creating preloaders
 - C. Completing an interactive Flash movie
 - D. Publishing in different formats

Student Assessment Checklist:

At the completion of the course each student will be able to:

1. Create and edit simple artwork
2. Create and edit the three kinds of symbols
3. Animate using motion and shape tweens
4. Control tweens with motion guides and shape hints
5. Import images and sounds generated in other applications
6. Script basic interactivity using the Stop, GoTo, Play, and With actions
7. Publish Flash movies in multiple formats