DATE OF LAST REVIEW:  02/2013

CIP CODE:  10.0304

SEMESTER:  Departmental Syllabus

COURSE TITLE:  Introduction to Web Animation

COURSE NUMBER:  MMVP0166

CREDIT HOURS:  3

INSTRUCTOR:  Departmental Syllabus

OFFICE LOCATION:  Departmental Syllabus

OFFICE HOURS:  Departmental Syllabus

TELEPHONE:  Departmental Syllabus

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

PREREQUISITES:  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 introduce the fundamentals of Adobe’s Scaleable 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.

METHOD OF INSTRUCTION:
A variety of instructional methods may be used depending on the content area. These include but are not limited to: lecture, multimedia, cooperative learning, labs and demonstrations, projects and presentations, speeches, debates and panels, conferencing, learning experiences outside the classroom and performance. 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
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 assets 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

EXPECTED LEARNER OUTCOMES:
A. Upon successful completion of the course the student will be able to navigate the Flash user interface
B. Upon successful completion of the course the student will be able to create and modify graphic objects
C. Upon successful completion of the course the student will be able to create, convert and modify symbols
D. Upon successful completion of the course the student will be able to create, edit and tween text
E. Upon successful completion of the course the student will be able to create animations using symbols, sounds and objects.
F. Upon successful completion of the course the student will be able to create interactivity with buttons
G. Upon successful completion of the course the student will be able to add variables, comments, functions and conditional statements to action scripts
H. Upon successful completion of the course the student will be able to create components and edit their parameters
I. Upon successful completion of the course the student will be able to create controls for audio and video content
J. Upon successful completion of the course the student will be able to assemble and implement a preloader
K. Upon successful completion of the course the student will be able to publish a flash document

COURSE COMPETENCIES:
The student will be able to navigate the Flash user interface
   1. The student will identify and manipulate the panels in a Flash document
   2. The student will add layers to the Timeline
   3. The student will create a keyframe in the Timeline
   4. The student will search for topics in Flash Help

The student will be able to create and modify graphic objects
   5. The student will draw and import objects
   6. The student will select, group and ungroup elements and portions of elements
   7. The student will Create masks to hide areas of layers

The student will be able to create, convert and modify symbols
   8. The student will Create new symbols
   9. The student will Differentiate symbol types
  10. The student will Import assets into the library
  11. The student will Reduce the file size of flash documents
The student will be able to create, edit and tween text
   12. The student will create and edit text in Flash
   13. The student will Use masks to animate text
   14. The student will apply filters to text

The student will be able to create animations using symbols, sounds and objects.
   15. The student will animate objects using tweens
   16. The student will nest symbols
   17. The student will animate motion along a path

The student will be able to create interactivity with buttons
   18. The student will edit nested symbols
   19. The student will create and use frame labels
   20. The student will name instances for use in ActionScript

The student will be able to add variables, comments, functions and conditional statements to action scripts
   21. The student will create basic scripts using ActionScript
   22. The student will work with conditional statements

The student will be able to create and edit the parameters of components
   23. The student will add a component to a project
   24. The student will modify the component’s parameters
   25. The student will configure an interactive component

The student will be able to create controls for audio and video content
   26. The student will import and edit sound files
   27. The student will import video files

The student will be able to assemble and implement a preloader
   28. The student will monitor the loading progress
   29. The student will use ActionScript to animate a preloader

The student will be able to publish a flash document
   30. The student will test a Flash document
   31. The student will change publish settings for a document
   32. The student will publish a self-contained projector file

ASSESSMENT OF LEARNER OUTCOMES:
   1. Attendance and participation is required
   2. Completion of all assigned projects
   3. Completion of all quizzes

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 V/TDD.