

COURSE OUTLINE

CMSY-153

Introduction to Flash

3 Semester Hours

HOWARD COMMUNITY COLLEGE

Description

This course will provide students with the skills to design and develop interactive computer materials for web sites, education and business training, and other multimedia projects using Macromedia Flash MX. Students will master the basics of drawing and creating animations. Then students will learn how to add buttons and sounds, manage assets using the library, organize projects in scenes, and apply basic ActionScript statements. Finally, students will learn how to use bitmaps, gradients, and publish movies with Flash. Familiarity and experience with the World Wide Web is assumed. Computer file management skills and introductory HTML skills are needed for success in this class.

Overall Course Objectives

Upon successful completion of this course, the students will be able to:

1. Describe advantages of using Flash for Web sites and other multimedia projects.
2. Use a variety of tools from Flash Toolbox and work in Flash Environment.
3. Draw basic shapes and lines, and create a basic animation.
4. Describe the purpose of using layers in a Flash movie.
5. Describe the role of libraries, symbols, and instances.
6. Use a common library and create a library file with reusable objects.
7. Add and edit sounds to an animation.
8. Use ActionScript to add actions to keyframes, buttons, and movie clips.
9. Define a project's goals and limiting factors.
10. Use best practices for Flash projects.
11. Describe the HTML tags that instruct the browser to display a Flash movie.
12. Understand and test environment within Flash.
13. Simulate download performance for various bandwidths.
14. Optimize movie before publishing.
15. Publish Flash movie.
16. Use Flash Help.

Major Topics

- I. INTRODUCTION
 - a. Advantages of using Flash
 - b. Starting Flash
 - c. Getting familiar with Basic Elements
- II. Drawing and Editing Drawn Objects
- III. Working with text
- IV. Working with layers
- V. Working with libraries and importing graphics
- VI. Creating Animations in Flash

- VII. Guidelines for Flash Project Design
- VIII. Adding Sound and Video
- IX. Creating Buttons
- X. Adding Actions to Buttons
- XI. Animating using Symbols and Masks.
- XII. Publishing Options in Flash.
- XIII. Using Action Script

Course Requirements

Grading criteria Specific criteria, assignments and activities for evaluating student mastery of objectives will be described in the individual class syllabus, but will include the following:

1. Projects developing web page elements with Flash MX computer software.
2. Written tests and quizzes.

Other Course Information

This course is a Business Elective and an Internet Elective.