

Welcome to the College. The course title and time for your class are listed below. If you have questions please call the Registrar's Office, 503-821-8903, Monday-Friday 9-5 PM. You may pick up your student I.D. card at the front office of the College, 30 minutes before your first class meeting.

CED0129-1 Flash Animation

Instructor: **Phillip Kerman**

Prerequisite: Mac Fundamentals

Tuesdays, 6:30-8:45pm

20 February - 17 April

Location: 1241 NW Johnson

Description:

Learn how to use Macromedia Flash, the premiere animation tool for the web. This is a hands-on class covering animation techniques in Flash and artwork optimization for the web.

Objectives:

It's easy to get up and running in Flash, but it's also easy to quickly pick up bad habits that make your creations unmanageable and too big to be practical for the internet. This course will introduce you to foundation Flash skills and let you explore the basic features of drawing, animation, and sound or video. We definitely won't cover everything, but you'll have the skills to efficiently grow with Flash.

Specifically, by the end of the course students should:

- Be able to create clean graphics.
- Understand how to keep files small (both so they download quickly and perform well).
- Know how to make frame-by-frame animations as well as motion and shape tweens.
- Understand how to plan and visualize an effective animation.
- Create and write scripts for simple buttons to add interactivity to your applications.
- Plan and build at least one complete Flash application (not just make a movie but something that includes other movies).

Class schedule:

20 February

27 February

6 March

13 March

(no class 20 March)

27 March

3 April

10 April

17 April

Projects and Assignments:

Class one: 20 February 2006

Overview of course

Week 1:

Basic Flash interface and drawing

Managing assets in the Library

Filters and Blends

See: animating the old-fashioned way (frame-by-frame)

Week 2:

Frame-by-frame and tweening (Motion and Shape)

Week 3:

Visualizing and building advanced animations

Using Masking

Week 4:

Including sound and video in animations

(course overview continued)

Week 5:

More sound/video optimization

Special effects

Week 6:

Buttons and basic scripting

Week 7:

Planning and assembling larger modular projects

Integrating the web

Discuss/build personal projects

Week 8:

Complete personal projects and critique

This week:

Drawing basics in Flash

Canvas level

Selecting what you can see

Snapping

Text and groups

Grouping and layering

Using the Library

Symbols

Other media (audio, video, raster graphics)

Filters and Blends on clip instances

Frame by Frame animation

Keyframes (blank and populated)

Frames

Homework

1. Watch a cartoon or two, ideally on a DVD where you can pause and then view frame by frame.

2. Think about a motion you plan to animate. Don't think about physics, think about the visual impression.

Class two: 27 February 2006

Review last week

Planning an animation

Frame-by-Frame exercises

Look at tweening

Motion Tween (Rule: one symbol per layer)

Shape Tween (Rule: no groups, symbols, or text. Suggestion: keep it simple)

Optimizing and avoiding Tweens

Homework:

Be prepared to describe a visual effect seen in a commercial or title sequence (or similar).

Class three: 6 March 2006

Review last week

Advanced animations

Masking effects

Homework:

Bring short (30 seconds or less) sound and video files of your choice--this is optional as I'll have alternative sound/video files available. Ideally, these should be as uncompressed and high quality as possible.

Class four: 13 March 2006

Review last week

Using sound

Sound basics/importing

Options for export (to minimize filesize while maintaining quality)

Using sounds in the timeline

(*Options to play sounds using script)

Using video

Comparisons to sound

Homework:

Find and bring in the address for a website that uses an interesting, yet subtle, visual (and/or sound) effect in Flash

Class five: 27 March 2006

More video

Special Effects and visual tricks

See: scripting basics

Homework:

Specify an interactive project

Class six: 3 April 2006

Buttons and basic scripting

Build a slide-show application

Homework:

Think about a larger personal project that you can return to between classes or after the last class

Class seven: 10 April 2006

Planning and building bigger projects

Using MovieClipLoader (loadMovie)

Integrating web features

Start personal projects (or I'll have challenges for you to attempt)

Homework:

Work on personal projects (feel free to email me with questions)

Class eight: 17 April 2006

Work on and view personal projects

Review other topics that may have lacked complete coverage in earlier classes

Required Materials:

Brain, patience, imagination.

Bibliography/Resources:

Recommended:

Sams Teach Yourself Macromedia Flash 8 2004 in 24 Hours

by Phillip Kerman

Sams

ISBN: 0-672-32754-6

Flash ListServes:

<http://chattyfig.figleaf.com/>

Local Flash ListServ:

<http://www.gotoandplay.net/>

Additional links, and files for this class found at:

<http://www.phillipkerman.com/pnca>