

Flash: Basics – CE 1420

Instructor: Brian Hibbs

TEXT BOOK: Recommended

Adobe Flash CS3 Professional Classroom in a Book.

Publisher: Adobe Press

Publication Date: May 2007

Binding: Hardcover

\$34.99

Materials: Required

One portable drive

COURSE OBJECTIVES:

An introductory course in computer animation, multi-media, and web page design. Students will be exposed to the use of computer software to generate animated graphic design applications.

Weekly Course Sequence:

Week1-2:

The library, the scene, creating a motion tween, creating new layers, new frames and key frames. Creating buttons and linking buttons to separate scenes. The stop action and the on mouse event action script.

Week 3-4:

Create two scenes that are linked by two buttons.

WEB BANNER PROJECT.

Week 5-6:

Creating a button with an animated rollover using movie clips. Creating a shape tween and a keyframe animation and a guided animation. Using the effects window.

Create a button with an animated roll-over.

E-CARD PROJECT

Week 7-8:

Using a single movie clip to create a flash website. Create an audio on/off button with an animated roll over

Wee 9-10:

Create a **FOUR PAGE FLASH WEBSITE** using all the material we have covered so far from previous weeks.

Final review

Please Note:

The University of the Arts Continuing Education Program reserves the right to cancel or reschedule any course or to change the instructor. In the case of these circumstances, the university is not responsible for supplies that may be purchased in advance.

*To have ACT 48 Activity Hours for this course reported to the Pennsylvania Department of Education (PDE) you must complete and return the **Request for Activity Hours Submission Form** to the UArts Continuing Studies Office and meet all requirements outlined by the PDE.*