COURSE DESCRIPTION

Prerequisites: Prior interactive media courses, experience with interactive media software or Instructor approval.

Course Description: Skill development in the use of software to develop storyboards and two-dimensional animation including creating, importing, and sequencing media elements to create multimedia presentations. Emphasis on conceptualization, creativity, and visual aesthetics.

You will be using a series of structured exercises, detailed discussions, and exercises to help you start your exploration of Flash. The detailed tutorial style will ensure that you retain the knowledge you gain and area able to draw upon it throughout your Flash career.

This is a 4 credit hour course. (3 lec., 3 lab.)

WECM END-OF-COURSE OUTCOMES: Develop a story line concept, outline conceptual ideas through storyboarding; operate two-dimensional software; and execute computer 2-D animation sequences.

STUDENT LEARNING OUTCOMES:
Upon successful completion of ARTV 2401, students will be able to:

Demonstrate the use of the Adobe Flash CS5 interface: menus, tools, and commands by independently creating simple 2-D animation objects.

Plan, create, build, upload and modify 2-D animation projects used in storylines, websites, and other standalone products.

Communicate the terms utilized by professional Flash Developers proficiently.

COURSE MATERIALS

Required Textbook:

Adobe Flash CS5 Professional on Demand, Johnson, Perspection Inc., 2009. ISBN# 978-0-7897-4443-2

A minimum of 1GB USB Flash drive
A student of this institution (El Centro College) is not under any obligation to purchase a textbook from a university-affiliated bookstore. The same textbook may also be available from an independent retailer, including an online retailer.

**MAJOR COURSE REQUIREMENT:**
Students will participate in Discussion Boards addressing major topics covered in the course.

Students will practice Animation concepts using Adobe Flash through a series of related assignments. A series of exam will cover major topics covered in the course.

Students will be able demonstrate proficiency in the use of Adobe Flash by completing a midterm and final project of their choosing.

**SUBJECT MATTER:**
Topics covered in the lecture portion of the course include:

- **Introduction to the Flash Integrated Development Environment (IDE)** (Skills include using tools, library panel, using property inspector, using the tools panel, using Help, and navigation)

- **Working with Graphics** (Skills include import and edit bitmap and vector images)

- **Creating and Editing Symbols** (Skills include creating and editing objects used as symbols)

- **Working with Text** (Skills include classic text, dynamic text, and static text)

- **Adding Animation** (Skills include animating movie clips, tweening, and frame by frame)

- **Publishing Flash Documents** (Skills include testing a Flash document and creating web-safe versions)

- **Working with Sound and Video** (Skills include preparation in Flash documents)

- **Creating Interactive Files** (Skills include stop/start, frame navigation, scene navigation)

- **Create a story board and short proposal** (Skills include the design elements of a Flash document design).

- **ActionScript Basics** (Skills include more topics on the use of ActionScript 3.0 in controlling Flash Documents).

**DISCLAIMER**
The provisions contained in this syllabus do not constitute a contract between the student and El Centro College. These provisions may be changed at the discretion of the Coordinator/Instructor. When necessary, appropriate notice of such changes will be given to the student.

The instructor-of-record may provide additional information to enhance the course to meet the needs of the enrolled students, provided that the enhancements do not conflict with the official course syllabus.
POLICIES
Students should click on the links below and read all of these policies.

General institutional policies
Course-related institutional policies