Course: COM223 & CIS223.01 - Multimedia with Flash
Genesee Community College (Fall 2008)

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Instructor: James R. Habermas

Time/Room: T204  M,W 1:45-3:45 (Fall 2008)

Office:
Monday and Wednesday T204  12pm -12:20pm
Tuesday & Thursday my office D273  1:50pm-4:00pm
Thursday evenings likley T204  5:30pm-6pm

AOL's Instant Messenger handle Redwingsfanjim  Often I get online Sunday night after dinner for student questions.
Anytime you see me online and it is the same in all my classes, I will always make time for questions at the end of each class. Also, you can find me online to as questions on the Weekends.

Email: I will be available for student consultation through Email to address JRHabermas@genesee.edu or AOL's AIM redwingsfanjim

Http: http://jimhabermas.com/ or http://homework.genesee.edu/~habermas

REQUIRED

Text book: Macromedia Flash Professional 8
Includes Exercise Files + Training
Videos by James Gonzalez

Cool Flash URL's
http://www.coca-cola.com
http://www.hillmancurtis.com/hc_web/site_design.shtml

Updated August 21, 2008
REQUIRED 128 or 256 MB Flash/Jump Drive

SUPPLIES:

CATALOG DESCRIPTION:

Presents FLASH, an extremely powerful vector graphics software for creating dynamic, animated content ranging from basic linear animations to entire websites. Develops skills to create simple, yet impressive animations that can be added to web sites or published as soft-running FLASH Player files. Creates professional and eye-catching interactive content using symbols and instances, actions, sound and FLASH's testing capabilities.

Pre/Corequisite: CIS 203 or ART 209.

Four credit hours

STUDENT PERFORMANCE OUTCOMES

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

1. Create and format static and dynamic text.
2. Import artwork from other programs for use in a FLASH project-import FIREWORKS and PHOTOSHOP pictures and Fireworks pictures.
3. Manipulate objects on the Stage, including selecting, moving, copying, deleting, and transforming them
4. Navigate in the FLASH environment to build projects efficiently
5. Perform frame-by-frame and tweened animations, shape tweening and motion tweening
6. Publish projects for use on the Web
7. Use FLASH's drawing tools to create simple and complex objects
8. Utilize object interaction on a single layer to combine and segment objects
9. Add sound to FLASH movies
10. Apply advanced ActionScript techniques to create and evaluate the position of an object, and dynamically set properties of an object
11. Create animated sequences using frame-by-frame and tweened animations
12. Implement the three types of symbols and instances in at least one animation.
13. Use ActionScript to create basic interactivity, such as image rollovers, GoTo frame actions and GetURL actions
14. Use the testing environment to optimize FLASH movies, and publish and export FLASH movies
15. Use other Drawing software such as Fireworks combined with Dreamweaver to create a Thumbnail page
16. **Use Flash to make an animated version of your thumbnail page. Also use Fireworks and Dreamweaver in this project and create a photo
Album, Animated with Flash**

* This course objective has been identified as a student learning outcome that must be formally assessed as part of the College's Comprehensive Assessment Plan.

COURSE OUTLINE:

Lesson 1: Introduction to the FLASH Workspace
Lesson 2: Drawing Tools
Lesson 3: Fills and Gradients
Lesson 4: Introduction to Layers
Lesson 5: Tour of other FLASH Sites
Lesson 6: Importing Artwork
Lesson 7: Symbols, Instances and the Library
Lesson 8: Animation
Lesson 9: Scenes, Action and Buttons
Lesson 10: Sound
Lesson 11: More Actions
Lesson 12: Publish and using FLASH with other Macromedia Software
Lesson 13: Automating FLASH with ActionScript
Lesson 14: FLASH Communications and Using Forms
Lesson 15: Interactivity, working with Multiple Movies and Delivery Methods

ATTENDANCE:

Attendance is required for all lectures and labs. A student's final semester average will be lowered by 100 points for each class they are absent. Every class there will be a quiz or attendance taken. This is how I keep attendance, by the quiz grades. You have to earn the attendance points via the quiz.

Coming to class late, counts the same as an absent, in a computer lab, you must be ready to take notes, and start promptly. Quiz will be schedule, and turned on, only for a short period of time. Once the quiz is given to the entire class, it is then shut off, so if you come in late and the quiz is turned off, you will be given a zero for that quiz grade.

Withdraw from the course

At any time Prior to 10/26/2008 (9th week) a student can simply go to Records and withdraw themselves from the course. A student should really self-reflect and evaluate how they are doing in the course by Mid October. Also, speak to the instructor outside of class to discuss if a student should withdraw or stay in the course prior to the end of October. The instructor will not withdraw the student, it is the students responsibility. No exceptions. Watch this date!
At any time Prior to 10/26/2008

GRADING:

Web pages graded - 4 times 100max points (projects) (14th of the month) 400pts

100 points Participation (includes attendance, attendance quizzes, in-class exercises, in-class lab assignments, class participation) You are expected to attend every class. If you absolutely must miss a class, it is your responsibility to find out what materials you've missed, and to do the readings and exercises associated with the class.

Final exam 100pts

Midterm 250 max points Wednesday 10/22/2008 (accumulative) 250pts

[ (number of points earned divided by 1,000) * 100 ]

<table>
<thead>
<tr>
<th>Numeric semester avg.</th>
<th>Letter Grade</th>
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<tbody>
<tr>
<td>90% and above</td>
<td>A</td>
</tr>
<tr>
<td>89% - 80%</td>
<td>B</td>
</tr>
<tr>
<td>79% - 70%</td>
<td>C</td>
</tr>
<tr>
<td>69% - 60%</td>
<td>D</td>
</tr>
<tr>
<td>BELOW 60%</td>
<td>F</td>
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</tbody>
</table>

To be successful in this course a student must:

1. Attended all classes. Be a few minutes early to class, be prompt and ready to take notes at the start of class. Before class time starts boot the computer, and sign in for attendance and get your notepad and pen ready.

2. Bring your book, zip disk, syllabus, and notebook, and old projects to all classes since we often reference an old project when we write a new program. I recommend a organized 3 ring binder. Also put the date on the top of every handout given you in class, and organize that binder by date.

3. Participate in lecture, ask related questions during lecture.

4. Never miss a test or quiz. Never come late to a quiz, you will be given a zero on that quiz if you come after the quiz is done.

5. Use aol instant messenger, and email to ask more questions.
Makup Policy

There will be no makeup exams or quiz! No exceptions!!! No excuse will be acceptable.

Call your instructor to discuss any possible conflicts you might run into before the exam. There will be no makeup exams. I drop the lowest quiz grade, but never drop the Midterm exam.

No sports excuse, no personal excuse, or any other excuse, you must take the exam at the same time as everybody else in the class!!! Missing an exam or quiz is just unacceptable, it is equivalent to missing a job interview!!!!

PROJECTS, WEB PAGES, LAB GRADE:

Due dates will be established in class the day the projects are assigned. Your projects and assignments will be graded Friday at 9:00am online. If necessary, homework may be handed in late, however, late projects and assignments will only receive half credit, I DO NOT GO BACK and check the same page twice, so don't post incomplete work. Many of your homework assignments will be graded by viewing your pages you create in class. Late projects (pages) will only be graded 48 hours after the due date. If you are late on a project, but get it done within 48 hours of the due date you will receive HALF CREDIT on that page, if you post the page after 48 hours past the due date, it will NOT be graded and you will receive a ZERO for a grade on that project. Due dates for web pages will often be on Fridays, please work ahead, don't fall behind. Your projects-(lab grade) are a very important factor in your final semester grade, and are directly related to your attendance. So make sure you attend class to see in lab what edits and options we have added to the pages that are going to be graded that day.

I encourage my students to keep current, in all the projects. This reason I don't go back and grade old homework after 48 hours it was due. Thus, this is NOT the class for the student who thinks they can do all the homework at the end of the semester and expect to get credit for it. You must do the work on time, and you will get credit then, old homework after 48 hours is worth zero credit.

Each project builds on some previous knowledge, so make an effort to really learn the previous weeks goals and objectives before you come to next weeks class. This class is just not designed for the student who is always playing "catch up" with assignments.

DISABILITY STATEMENT:

I would appreciate hearing from anyone in this class who has a special need which may be the result of a disability. I am reasonably sure we can workout whatever arrangement is necessary, be it special seating, testing or other accommodations. See me after class, as soon as possible.

EMAIL/CHEATING:
PC will result in a failing grade being given for the course. SUNY's computer resources are by no means to be used to generate revenue. Our servers are for EDUCATIONAL purposes ONLY! Absolutely no web pages are allowed to be stored on our web servers that would any way generate any interest in collecting revenue, nor should any web page on our server, fake, or simulate any revenue collection. No E-Commerce activities are allowed using SUNY computer resources. Any attempt of inappropriate use of the college servers, will result in a failing grade, and possible legal actions.

CLASS CANCELLATION PROCEDURE:

Should the instructor not show for class unannounced, class time will be used as lab time to work on computer projects. If a lecture or test was scheduled for this date, it will be given the next scheduled class. Use this time to work with email and listservs.

CLASS/LAB SCHEDULE:

There will be additional lab work given in class "in-class lab projects", and sometimes they will be collected the same day as the assignments is given out in class. These very short "in-class" lab projects are given to encourage perfect attendance and are graded as A for effort for turning them in on time, F if it not turned in. In class pages count in your attendance factor in your final grade at the end of the semester.

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>Week 1</td>
<td>Introduction to course</td>
</tr>
<tr>
<td>8/25</td>
<td>Setup up access to host with class notes</td>
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<td></td>
<td>to have ftp access to store homework</td>
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<td></td>
<td>Flash Terminology.doc</td>
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<td>Week 2</td>
<td>Dreamweaver Define a site</td>
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<td>9/2</td>
<td>Working with Layers in Dreamweaver</td>
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<tr>
<td></td>
<td>Tour of other FLASH Sites</td>
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<tr>
<td></td>
<td>Upload one index to your site, have your name and email on it</td>
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<tr>
<td></td>
<td><em>Homework 1: CIS223 Media Web site</em></td>
</tr>
<tr>
<td>Week 3</td>
<td>Introduction to Layers in Dreamweaver</td>
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<tr>
<td>9/8</td>
<td>Edit your index page, put digital picture on your index page</td>
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<tr>
<td></td>
<td>Introduction to the FLASH Workspace</td>
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<tr>
<td></td>
<td>Drawing Tools and Fills and Gradients in Flash</td>
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Working with online help Lessons in Flash software
http://www.apple.com/quicktime/download/ Quick time player link incase you don't have quietime installed on your computer

Week 4
9/15
Import artwork from other programs for use in a FLASH project - import PHOTOSHOP pictures at home install  http://www.webshots.com desktop software, so we can use the pictures from this site.
Symbols, Instances and the Library in Flash
Working with TEXT in Flash MX Creative Web Animation ISBN
Working with Text Elements.mov
Animation in Flash
Motion Tweening
Importing Flash movies into a Dreamweaver web page

#1 HOMEWORK DUE DATE Friday
September 12 9am- Must have a good index page
and the following

Homework 1: CIS223 Media Web site
Morph
Tween - multiple_sape_tween.mov for more information about multiple shape tweening, check out the multiple_shape_tween.mov in the videos folder on the HOT CD-ROM.

Week 5
9/22
Flash animation - ALPHA - Fading,
Morphing, shape tweening
Make a Flash movie of Morphing TEXT
Make a Flash movie of making a circle turn to a square

Week 6 & 7
9/29 & 10/6
More on Flash animation
Importing Flash swf files into layers in Dreamweaver layers animate layers in Dreamweaver over time.

Week 8
Holiday no class on Columbus day Monday October 13
10/13
Wednesday we will work on Menu's

Week 9  Drop down menu in Javascript and in Flash
10/20  Using Dreamweaver to insert Java script code for pull down menu

2 samples can be seen at

http://jimhabermas.com/form2.htm
http://jimhabermas.com/form3.htm

Remember 10/17/2008 is a 100 point due date on your grade

#2 HOMEWORK DUE DATE

UFO In class Exercise
My Porfolio page
fruitbowl_ICE.doc

Is your name and email on all your pages? Is it linked? Please make sure you email address is linked to the email address that you check every day.

<a href="mailto:emailaddress@yahoo.com">emailaddress@yahoo.com</a>

Do you have HOME button on all your pages? Alt tag on home button?

Does every page have a footer line with last date updated?

Does every page have a button and a link back to the other students in the class? Like students button to

http://homework.genesee.edu/~habermas/students/index.html#flash

Nice buttons off your index.htm page? You can create or download "pretty" "creative" "original" buttons. Next, edit the buttons with photoshop Fireworks

Are all the flash pages that we have done in class, plus the extra ones you have done on your own, posted to your web site, and tested so when I select your buttons on your index page it will go to all your flash pages and show the animation? I do give extra credit at the end of the semester for students who post more than the required pages.

Send an email to the listsev when you are all done and ready to be graded. Do you remember how to send a letter to the listserv? flash@list.genesee.edu

Week 9  Multimedia - Midterm EXAM is 10/22/2008 - WEDNESDAY
EXAM Week
Flash MX
Withdraw
Sound - Goldwave
MPG- Windows media player and Quicktime
10/26/2008
Dreamweaver/Flash/Fireworks
ACCUMULATIVE

Week 10
Flash script on how to call Javascript from within a Flash page
10/27
Remember 11/14/2008 (9am) is a 100 point due date on your grade

#3 HOMEWORK DUE DATE
Pull Down Menu - JavaScript
Sound Page i.e. Holiday page with music or Sound Page with
Music done in Flash
Coffee Cup
Movie Control - i.e. preloader

please check the following on all your pages

Does your index have a pull down menu that works?
Have you tested all your links?
name & email address on every page

Week 11
Digitalize Movies Import movies into a flash web page and publish it
11/03
Preloader - to help the movie page load ok

Week 12
And start to created your own new index page, 100 % new index page due with the next due date, with new
buttons, and new animated menu system that you create in Flash.
11/10
Week 13
11/17

**#4 HOMEWORK DUE DATE** December 5 9am

Thumbnails (javascript)
and more out of the book TBA
New pull down menu system i.e. animated menu

Week 14
Prepare for final QUIZ
11/24

Remove all .fla links on previous pages

Week 15
12/01

Work on nested Movies, menus of Movies, new menu systems and JavaScript programming with Flash.

Week 16
12/08
Final Quiz, Final look at all menus/preloaders, and shopping flash web page

**Final exam** will be Week 16 - **Monday December 8** it is tentatively schedule

**The instructor reserves the right to make necessary changes in this syllabus either orally or in writing. It is the student's responsibility to learn about any changes if she/he misses class.

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Discussion List for the Course

I have established an electronic discussion list called flash for this course. You are expected to subscribe to this list from your email account that you check everyday.

Purpose

To disseminate additional information and recent news items relating to computer technology
To disseminate additional information regarding course assignments, tests, etc.

To provide a cooperative learning environment with peer assistance

**What should you do?** [http://list.genesee.edu](http://list.genesee.edu)

Subscribe to the list immediately.

**PLEASE NEVER REPLY TO A LISTSERV MESSAGE, CREATE A NEW MESSAGE. I RECOMMEND THAT YOU DO NOT USE THE REPLY OPTION, BUT RATHER COMPOSE A NEW EMAIL. OFTEN WITH LISTSERV INDIVIDUALS WILL WRITE ONE LETTER TO ONE INDIVIDUAL, BUT IT WILL GO TO THE ENTIRE CLASS JUST BECAUSE THE PERSON REPLIED TO A LISTSERV MESSAGE VS COMPOSING A NEW MESSAGE.**

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