GRC 188 (CO1)

Web Animation and Interactivity, Tu/Thurs 5:30 - 6:45 p.m.
FALL 2004

Instructor: feliciA chamberlain
Phone: 887-3195 dept
Email: fchamberlain@wncc.edu
Office Hours: Tues and Thurs 4:30-5:30, or by appointment.
Office: 326E at the High Tech Center

Course Description

This course introduces students to Macromedia Flash MX 2004, a powerful animation program used in web sites and multimedia presentations. Students learn to draw, manipulate and animate imagery.   They also learn how to incorporate sound and basic interactivity into their Flash movies.

Course Objectives

Students are required to learn the fundamentals of Macromedia Flash MX 2004 and incorporate design techniques into projects. Students should already have basic knowledge of the Windows platform. Software tools, image manipulation, vector and bitmap graphics, animation and sound will be explored.   Upon completion of the course, students will acquire an understanding of:

Vector Graphics versus Bitmap Graphics
Drawing Tools
Groups/Symbols/Instances
Frame-by Frame Animations
Motion Tweens
Shape Tweens
Sounds
Buttons
Basic ActionScripting

Requirements

To participate in scheduled class lectures and lab time and an additional 2 hours per week outside of class time completing projects and readings.

Required Text

Macromedia Flash MX 2004 Visual QuickStart Guide, Katherine Ulrich

Supply List
Standard 3-Ring Binder or notebook to take notes. Two or three zip disks formatted for PC, CD-R's, CD-RW or Portable Flash Media. Headphones (1/8" – just bring in your walkman headphones).

Attendance
Attendance will be taken at the beginning of each class. All students are responsible for projects, discussions or announcements missed due to absence. There may be an occasion when it is unavoidable to be late for class, and these instances are acceptable within reason. If a student has a conflict between this class and another class or a job, this should be brought to the instructor's attention immediately so other arrangements can be made. However, constant tardiness is unacceptable. If a student is consistently late for class, the student will be marked absent for each incident.

Grading System
Grading will be based upon a series of exercises, 2 projects, 2 quizzes, and a final exam. Deadlines are strictly adhered to and mandatory. There are no make-ups for exercises. If a project is not presented on time, the grade will automatically be reduced by one letter - even if the assignment has met all criteria. This grade cannot be improved, upgraded, made up, or replaced by extra credit.

Your exercises and projects will be a series of animations you create using Flash. Grading is based on both software tools used and design techniques.

Exercises   30% - no make-ups
1 Quiz and Final Exam   40%
2 Projects: 30%

95%-100% = A   80%-84% = B-   65%-69% = D
90%-94% = A-   75%-79% = C   60%-64% = D-
85%-89% = B   70%-74% = C-   Below 60% = F

Copyright Infringement
All images scanned and used must be personal pictures and negatives. Commercially printed images or artwork will not be accepted. If any copyright rules are violated the student will be given 0 points for the assignment. There are no make-ups or improving the grade if any copyright rules are violated!

Critiques

Occasionally we will be critiquing your projects. Participation in critique is essential to the evaluation procedure and every student is expected to attend with their completed projects.

Withdrawals/Incompletes

It is the responsibility of the student to request a W (withdrawal) or I (incomplete) grade for this class.

A student may request a withdrawal (W) grade any time during the semester up to the end of the semester.

If a student has completed about 75% of the class with a grade of C or better, but cannot complete the class due to a compelling reason, the student may request an incomplete (I) grade before the end of the semester. This allows the student one semester to complete the remaining work and receive a letter grade. This instructor is strongly opposed to giving incompletes unless the reason is compelling. A written statement from a doctor or other professional will be required.

If the student does not inform the instructor of their grade request, the instructor will assign a grade based on the total number of points acquired.

Computer Access/High Tech Center Rules

You have access to the computers at Pod #6 (Photoshop installed) from 2:30 p.m.–10:00 p.m. Monday through Thursday, and 2:30–5 p.m. Friday. Saturday hours are pending. Computers in this classroom and Pod 6 read PC formatted zip disks (both 100MB and 250MB) and have CD writers. I recommend you save your work on your Zip Disks, CD's or portable flash media. You will have your own file folder on the server, but its size cannot exceed 100MB! Food, drink, and gum ARE NOT ALLOWED in the classroom or open lab area. You may place your drinks on the table outside the classroom door.

*If you have any problem with reading or writing, please inform me so that we can make arrangements to accommodate your needs.

*Cancel Class Hotline: In case of bad weather, call this number to find out if classes have been canceled: 334-9622 or 1-866-532-5118. The radio will also announce school closures.

SCHEDULE
(Subject to Change)

Aug. 31   Introduction, Syllabus, Flash Site Research.

Sept. 2   Flash Environment. Drawing Tools.
                 Read: Chapters 1, 2

Sept. 7   More Drawing Tools (pen, text). Frame-by Frame Animation.
                 Assign PROJECT 1.

Sept. 9   Modifying Graphics.
                 Read: Chapter 3

Sept. 14   Exercise 1 due by end of class.

Sept. 16   Preliminary Review of Project 1. Grouping, Layers, Motion Tweens.
                 Read: Chapters 4 and 5.

Sept. 21   Frames, Onion Skins, Motion tweens, Motion Guides
                 Read: Chapters 7, 8

Sept. 23   Shape Tweens, Exercise 2 due by end of class.
                 Read: Chapter 9, 10 pages 375-399.

Sept. 28   Mask Layers. Exercise 3 due by end of class.

Sept. 30   Libraries, Symbols, Instances.   Exercise 4.
                 Read: Chapter 6

Oct. 5   Importing Graphics. Lab time for Exercise 4.
                 Read: Chapter 14

Oct. 7   Lab time for Exercise 4.

Oct. 12   Quiz #1. Exercise 4 due by end of class.

Oct. 14   Lab time for Project 1.

Oct. 19   **PROJECT 1 DUE. Critique. Assign Project 2**.

Oct. 21   Scenes. Movie Clip Symbols, Graphic Symbols. Exercise 5
                 Read: Chapter 10, pages 394-408

Oct. 26   Sound. Lab time for Exercise 5
                 Read: Chapter 15

Oct. 28   Lab time for Exercise 5 due by end of class.

Nov. 2   Buttons.
             Read: Chapter 11

Nov. 4   Exercise 6 due by end of class.

Nov. 9   Behaviors. Lab time for Project 2
             Read: Chapter 12

Nov. 11   HOLIDAY – VETERAN'S DAY

Nov. 16   Authoring Utilities Lab time for Project 2
             Read: Chapter 13

Nov. 18   Video.
             Read: Chapter 16

Nov. 23   Testing your movie/publish settings.
             Read: Chapter 17

Nov. 25   THANKSGIVING HOLIDAY

Nov. 30   Lab time.

Dec. 2   Lab time for Project 2

Dec. 7   Lab time for Project 2

Dec. 9   **PROJECT 2 DUE. Critique.**

Dec. 14   **Final Exam**