



Bucks County Community College
CONTINUING EDUCATION -WEB DEVELOPMENT & DESIGN

<http://www.bucksitacademy.com>

WCOAP 6041 - Flash CS4 - Advanced

Fall, 2009

October 24, 31, November 7, 14 & 21

INSTRUCTOR: Sandra L. McClurken

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HOURS: Saturdays, 1:00 – 4:00 PM

TEXT: Element K Press LLC. Adobe Flash CS4: Level 2. Part Number: 084079. Course Edition 1.0.
Rochester, NY, 2009. <http://www.elementk.com>.

COURSE PREREQUISITES:

Before taking this course, students should have taken WCOAP 6040: Flash Basic (w/Adobe Flash CS4: Level 1) or have equivalent knowledge.

COURSE DESCRIPTION:

This five-session course is designed for students who want to expand their introductory skills in developing animations and their knowledge of ActionScript 3.0.

OBJECTIVES:

Students will:

1. Plan a Flash project.
2. Design a project.
3. Manage symbols.
4. Create Advanced animations
5. Add audio to a movie.
6. Work with ActionScript 3.0.
7. Publish a movie in different file formats.
8. Extend Flash.

EVALUATION:

Participants in this course will be evaluated in the progress toward the course objectives through the completion of class assignments and an original movie clip displayed on a web page.

COURSE REQUIREMENTS:

1. Class attendance (50%)
2. Class assignments (50%)

COURSE SCHEDULE:

DATE	TOPIC	ASSIGNMENT
Saturday, October 24	Course Overview Planning a Flash Project <ul style="list-style-type: none">- Workflow- Translate Workflow Plans to Flash Designing a Project <ul style="list-style-type: none">- Initiate a Project- Create Design Patterns	Text: Lesson 1, pgs. 2 - 10 Text: Lesson 2, pgs. 12 - 45
Saturday, October 31	Managing Symbols <ul style="list-style-type: none">- Use Movie Clips- Organize Movie Assets- Use Buttons Adding Audio to a Movie <ul style="list-style-type: none">- Import Audio- Control Audio	Text, Lesson 3: pgs. 48 - 70 Text, Lesson 5: pgs. 102 - 112
Saturday, November 7	Creating Advanced Animations <ul style="list-style-type: none">- Work with Inverse Kinematics- Add Motion to Animations- Apply 3-D transformation to an Object- Apply Effects to an Object	Text, Lesson 4: pgs. 72 - 99
Saturday, November 14	Working with ActionScript 3.0 <ul style="list-style-type: none">- Understand ActionScript- Add interactivity Using ActionScript Elements- Use Dynamic Mask- Work with Components	Text, Lesson 6: pgs. 114 - 144
Saturday, November 21	Publishing a Movie in Different Formats <ul style="list-style-type: none">- Add Metadata to SWF Files- Ensure Accessibility- Create Multiple Outputs Extending Flash <ul style="list-style-type: none">- Understand JSFL- Understand Adobe Extension Manager CS4	Text, Lesson 7: pgs. 146 - 158 Text, Lesson 8: pgs. 160 - 164

ADDITIONAL FLASH RESOURCES: <http://www.msmaonline.com/wcoap6041.html>**NOTES:**
