



Bucks County Community College
CONTINUING EDUCATION - WEB DEVELOPMENT & DESIGN
<http://www.bucksitacademy.com>

WCOAP 6040 - Flash CS4 Basic
Fall, 2009
September 19, 26, October 3, 10 & 17

INSTRUCTOR: Sandra L. McClurken

PHONE: 215.400.5118 (work)

E-MAIL: msmac@msmaonline.com or cybercie@comcast.net

HOURS: Saturdays, 1:00 P.M. - 4:00 P.M.

TEXT: Element K Press LLC. Adobe Flash CS4: Level 1. Part Number 084038.
Course Edition 1.0. Rochester, NY, 2009. [Http://www.elementk.com](http://www.elementk.com)

COURSE PREREQUISITES

Students should be familiar with using a Windows-based computer, the Internet and Internet Explorer. Additionally students should have a basic understanding of HTML, principles of design and design and media applications such as Adobe Photoshop, Fireworks, Illustrator and Freehand.

COURSE DESCRIPTION

This five-session introductory course will provide students with an introduction to the Adobe Flash environment through hands-on experience. Students will learn about working with graphics, managing text, adding animations, adding interactivity to buttons, working with movie clips and publishing Flash documents.

OBJECTIVES

Students will:

1. Explore the Flash environment, interface, and panels
2. Use Flash drawing and painting tools
3. Work with objects and images
4. Import bitmap images, use compressions and trace bitmap features
5. Create and modify text and convert text to shapes
6. Create and edit symbols and instances
7. Become familiar with animation tools and features and create an animation
8. Work with multiple layers and create a layer mask animation
9. Explore the ActionScript language

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

<u>Date</u>	<u>Topic</u>	<u>Assignment</u>
Saturday, September 19	Overview of course Enhancing User Experience with Rich Media: - Flash on the Web - Introduction to Adobe Flash CS4 - The Flash Workspace	Handouts: - <i>Cool Flash Sites</i> - <i>Flash Terminology</i> - <i>Tutorial 1: Learning to Drawing</i> - <i>Flash CS4 Student Worksheets and Guides</i> Text: Lesson 1 - Exploring the Adobe Flash CS4 Environment (pgs. 2-14) Lesson 2 - Working with Drawing and Painting Tools (pgs. 24-46) Lesson 3 - Manipulating Objects (pgs. 54-68)
Saturday, September 26	Enhancing User Experience with Rich Media: - Symbols, Instances, and the Library - Frames and Keyframes - Creating Animation - Get Started with ActionScript - Create Button Symbols	Handouts: - <i>Tutorial 2 Animation</i> - <i>Flash CS4 Student Guides</i> Text: Lesson 6 - Working with Symbols and Instances (pgs. 108 - 115) Lesson 7 - Using Animation Basics to Create Animations (pgs. 124-142) Lesson 9 - Using ActionScript (pgs. 160-164)
Saturday, October 3	Examining Adobe Flash on the Web Enhancing User Experience with Video: - How to Produce Flash Video for Use on the Web - How to Import Sound	Handouts: - <i>Flash CS4 Student Guides & Worksheets</i> Links: - Adobe Flash Showcase - Flashkit.com Text: Lesson 4 - Understanding Vector and Bitmap Images (pgs. 78-84) Lesson 5 - Working with Text (pgs. 92-102)

