CIS 155
Flash CS6
Fall 2012
CRN: 10755
3 Credits

Instructor: Andres David Martinez

Course Description

CIS 155 provides a comprehensive yet concise introduction to the Flash. The course begins with a discussion of fundamental concepts, which provide a context for learning and set the stage for specific Flash skill development. A series of step-by-step tutorials follows, covering the range of basic to intermediate skills, including creating animations, using special effects, drawing objects, incorporating sound and video, and using ActionScript. Ultimately, advanced skills and techniques will be explored along with coverage of the updated features of Flash - such as enhancements to the workspace, positioning and working with objects in 3D spaces, producing interactive movies and navigation systems, importing Photoshop and Illustrator files, the Flash planning and workflow processes, and the Help feature- make this course an indispensable experience for anyone who wants to take full advantage of the program.

Course Objectives

1. Recognize, locate, and navigate through all aspects of the new CS4 user interface.
2. Create, manipulate, and edit text and graphics to obtain desired graphical outcomes.
3. Understand, create, and edit symbols, filters and instances in 3D spaces.
4. Design, create, edit, and manipulate animation using several animation tools and techniques.
5. Utilize tweens and articulated motions with inverse kinematics to morph shapes.
6. Design, create, and edit a flash-based navigation menus and interactive movies.
7. Utilize and understand sound and sound formats in flash movies.
8. Explain and utilize components to create interactivity.
9. Load, control, and remove movie clips and masks in movie content.
10. Publish flash movies in numerous formats and contexts in a professional and web-friendly manner.

Student Learning Outcomes

1. Utilize several Flash tools and tactics learned throughout the course to produce an interactive flash-based website.
2. Demonstrate the ability to effectively utilize the timeline and motion tween affects to produce animation.

Topics Covered

3. Starting Flash and Opening a File
4. Getting to Know the Work Area
5. Working with the Library Panel
6. Understanding the Timeline
7. Organizing Layers in a Timeline
8. Using the Property Inspector

9. Using the Tools Panel
10. Undoing Steps in Flash
11. Previewing Your Movie
12. Publishing Your Movie
13. Finding Resources for Using Flash
14. Checking for Updates
15. Understanding Strokes and Fills
16. Creating Rectangles
17. Using a Gradient Fill
18. Making Selections
19. Drawing Ovals
20. Making Patterns
21. Creating Curves
22. Creating Transparencies
23. Creating and Editing Text
24. Importing Illustrator/Photoshop Files
25. About Symbols
26. Creating Symbols
27. Editing and Managing Symbols
28. Changes the Size and Position of Instances
29. Changing the Color Effect of Instances
30. Understanding Blend Effects
31. Applying Filters for Special Effects
32. Positioning in 3D Space
33. About Animation
34. Understanding the Project File
35. Animating Position
36. Changing the Pacing and Timing
37. Animating Transparency
38. Animating Filters
39. Animating Transformations
40. Changing the Path of the Motion
41. Swapping Tween Targets
42. Creating Nested Animations
43. Using the Motion Editor
44. Easing
45. Animating 3D motion
46. Previewing the Animation
47. Articulated Motion with Inverse Kinematics
48. Constraining Joints
49. Inverse Kinematics with Shapes
50. Armature Options
51. Morphing with Shape Tweens
52. Using Shape Tweens
53. About Interactive Movies
54. Designing a Layout
55. Creating Buttons
56. Understanding ActionScript 3.0

57. Adding a Stop Action
58. Creating Event Handlers for Buttons
59. Creating Destination Keyframes
60. Playing Animation at the Destination
61. Animated Buttons
62. Understanding the Project File
63. Using Sounds
64. Understanding Flash Video
65. Using the Adobe Media Encoder
66. Understanding Encoding Options
67. Playback of External Video
68. Working with Video and Transparency
69. Embedding Flash Video
70. About Components
71. Adding a Text Component
72. Using Components to Create Interactivity
73. Loading External Content
74. Removing External Content
75. Controlling Movie Clips
76. Creating Masks
77. Testing a Flash Document
78. Understanding the Bandwidth Profiler
79. Adding Metadata
80. Publishing a Movie for the Web
81. Alternative Publishing Options

Course Textbooks

Adobe Flash CS6 Professional Classroom in a Book

Adobe Creative Team

ISBN-13: 978-0-321-82251-2

Additional Hardware and Software

A USB thumb drive is recommended for this course (At least 8GB). It will be used to store and backup your assignments. You will need time outside of class to work on assignments. A personal copy of CS4 Flash would be best.

Labs

2610 Building Lab is equipped with the entire CS4 Suite.
Monday – Thursday 8:30am – 7:45pm*
Friday 8:30am – 3:00pm*
*subject to change

Grading

Breakdown

Assignments (10) 5 pts each
Quizzes (10) 1 pt each
Projects (2) 10 pts each
Final Project (1) 20 pts

**Grade breakdown is subject to change*

Points

90-100 A
89-80 B
79-70 C
69-60 D
59 – 0 F

Instructor Contact Information

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Office Hours

Monday & Wednesday 9:00 am – 10:00 am

Need for assistance

Need for assistance: If you have any condition, such as a physical or learning disability, for which you need extra assistance, please provide me with information regarding your special needs as soon as possible so that appropriate accommodations can be made. You should also meet with the Disabled Student Programs & Services support staff and counselors.