

**Motion Graphics and Animation: Flash
(GRCP 213)
Course Schedule***

Spring 2010

***Schedule tentative – subject to change**

For updates, visit <http://www.gustorres.com/classes/clark/grcp213>

Week 1 – April 6 and 8

Flash Basics – Overview and Interface

Discussion/Lab Topic	Lab Work	Reading
<ul style="list-style-type: none"> • Introductions • Class overview and expectations • System and lab orientation • Flash Overview • Interface Fundamentals 	<ul style="list-style-type: none"> • Flash Overview • Understanding Flash Framework • Interface Fundamentals 	Flash CS4 Pro in 24 Hours – Complete “Hour 1”

Week 2 – April 15 (no class on Tuesday, April 13)

Flash Basics – Drawing with Flash

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
<ul style="list-style-type: none"> • Drawing tools explained • Grouping objects • Mixing and working with color • Gradients – creating and editing • Working with the Pen tool 	<ul style="list-style-type: none"> • Experimenting with the drawing tools • Basic Drawing with Flash • Still life drawing exercise 	Flash CS4 Pro in 24 Hours – Complete “Hour 2” and “Hour 5”
<ul style="list-style-type: none"> • Midterm Project Assigned 	<ul style="list-style-type: none"> • Begin storyboarding Midterm project 	Storyboards due April 20

Week 3 – April 20 and 22

Flash Animation – Animating with Flash/Working with Shape Tweens

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
<p>Storyboards due beginning of class</p> <ul style="list-style-type: none"> • The Timeline explained • Project and Movie files • Keyframe Types and frame rates 	<ul style="list-style-type: none"> • Frame-by-Frame Animation Exercise • Begin work on Midterm project • Setting up a Flash document 	Flash CS4 Pro in 24 Hours – Complete “Hour 7” and “Hour 9”
<ul style="list-style-type: none"> • What is Shape Tweening? • Layer Properties defined 	<ul style="list-style-type: none"> • Shape Tweening Exercise 	Continue work on Midterm project

Week 4 – April 27 and 29

Flash Animation – Symbols and Instances

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
<ul style="list-style-type: none"> • Symbol and Instance structure • Symbol naming conventions • Timeline terms and color styles 	<ul style="list-style-type: none"> • Timeline animation with symbols • Continue work on Midterm project 	Flash CS4 Pro in 24 Hours – Complete “Hour 4” Continue work on Midterm project

Week 5 – May 4 and 6

Flash Animation – Motion Tweening and Timeline Effects/Working with Bitmaps

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
<ul style="list-style-type: none"> • Shape Tweening vs. Motion Tweening • Motion Tweening Options/Limitations 	<ul style="list-style-type: none"> • Motion Tweening exercise 	Flash CS4 Pro in 24 Hours – Complete “Hour 3” and “Hour 8”
<ul style="list-style-type: none"> • Working with Bitmap images in Flash 	<ul style="list-style-type: none"> • Importing bitmaps & masking exercise 	Complete Midterm project

Midterm Week 6 – May 11 and 13

Flash Interactivity – Working with Buttons and Movie Clips

Discussion/Lab Topic	Lab Work	Reading
Midterm Project Due Start of Class, Tuesday, May 11	• Midterm due and full class critique	Flash CS4 Pro in 24 Hours – Complete “Hour 14”
• Introduction to Movie Clips	• Creating and nesting movie clips	

Week 7 – May 18 (no class on Thursday, May 20)

Flash Interactivity – Introduction to Basic ActionScripting

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
• Button states • Button types	• Basic button creation	Flash CS4 Pro in 24 Hours – Complete “Hour 16”
• ActionScript introduction • Actions and event handlers	• Writing basic ActionScript commands	
• Final Project Assigned	• Begin storyboarding for Final project	Storyboards due May 25

Week 8 – May 25 and 27

Flash Interactivity – More Basic ActionScripting

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
Storyboards due beginning of class • Controlling Movie Clips • “Dot Syntax” explained	• ActionScripting Movie Clips	Flash CS4 Pro in 24 Hours – Complete “Hour 21”
• Sharing and loading assets • Advantages vs. other means	• Sharing and loading assets exercise	Continue work on Final project

Week 9 – June 1 and 3

Flash Interactivity – Static and Dynamic Text/Working with Sound

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
• Text field types/text field boxes • Working with text in Flash	• Loading Dynamic text exercise	Flash CS4 Pro in 24 Hours – Complete “Hour 6” and “Hour 13”
• Working with sound in Flash	• Sound scripting exercise	Continue work on Final project

Week 10 – June 8 and 10

Putting It All Together – Publishing and Integrating Flash

Discussion/Lab Topic	Lab Work	Reading and Homework (in bold)
• Publishing options in Flash • Publishing vs. Exporting • Integrating with HTML	• Integrating Flash elements with HTML • Continue work on Final project	Flash CS4 Pro in 24 Hours – Complete “Hour 20” and “Hour 24” Complete work on Final project

Final’s Week – June 14 (no class on Tuesday, June 15, 2010)

Final Project Due and Class Critique (Thursday, June 17, 2010 – 8:00 am to 9:50 am)

Thursday, June 17, 2010
Final project due at the beginning of class followed by a “silent” critique.