GAVILAN ✈ COLLEGE

5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: CSIS 110   DIVISION: 50   ALSO LISTED AS: DM 110

TERM EFFECTIVE: Fall 2018   **Inactive Course**

SHORT TITLE: INTERACT ANIM FLASH

LONG TITLE: Interactive Animation: Flash

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
3	18	Lecture:	2	Lecture:	36
		Lab:	3	Lab:	54
		Other:	0	Other:	0
		Total:	5	Total:	90

COURSE DESCRIPTION:

The production of vector graphics, animation, and interactive multimedia in Shockwave-Flash format for web pages and other digital media. Design of highly interactive web site interfaces and animated games using Flash actions (scripting). Useful for web designers/developers, animators, and multimedia authors. This course has the option of a letter grade or pass/no pass. Also listed as DM 110. ADVISORY: CSIS 1, CSIS 2/2L, CSIS 124 or basic computer knowledge.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES
         L - Standard Letter Grade
         P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:
         02 - Lecture and/or discussion
         03 - Lecture/Laboratory
         04 - Laboratory/Studio/Activity
         047 - Laboratory - LEH 0.7
         05 - Hybrid
         72 - Dist. Ed Internet Delayed

5/22/2018   1

73 - Dist. Ed Internet Delayed LAB
737 - Dist. Ed Internet LAB-LEH 0.7

STUDENT LEARNING OUTCOMES:
1. The student will be able to analyze requirements for website interfaces, web marketing banners, and interactive games, then using animation software, design and produce animation for actual use on the World Wide Web and other digital media.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS
Inactive Course: 05/14/2018
WEEK HOURS CONTENT:
1   2   Lecture: Introduction to animation concepts and Flash 5:
Use of the drawing tools; concept of vector drawing,
overlay levels, and objects.
3   Lab assignment: Do tutorial-lessons 1-5 in Flash help
menu.
4   Homework: Read chapter on the tools of Flash. Draw a
scene on paper to bring to class and recreate in Flash.
Start reading about
2   2   Lecture: Scenes, symbols and grouping. Use and attributes
of layers. File types.
3   Lab assignment: Draw a scene using Flash 5 drawing
tools. Finish tutorial-lessons 1-5 in Flash help menu.
4   Homework: Read about Flash scenes, symbols, layers,
and grouping. Find a photo or paint a picture to scan
for next class.
3   2   Lecture: Importing/exporting graphics. Bitmap tracing
and manipulation.
3   Lab assignment: Import bitmapped picture. Edit and
convert to vector-based objects.
4   Homework: Study file types. Draw a simple storyboard
of a bouncing ball to bring to next class.
4   2   Lecture: Storyboarding. Frames/timeline concepts.
Introduction to Flash 5 animation: frame by frame
animation and tweening. Reverse sequence and other
modifiers.
3   Lab assignment: Do bouncing ball example as a frame
by frame animation where ball tavels from top of
screen to bottom, squashes then, moves back up.
Recreate animation using tweening.
4   Homework: Expand storyboard of bouncing ball to include
a forward motion. Study keyframes, tweening, and
animation sequences.
5   2   Lecture: Advanced animation techniques: motion paths and
shape or vector animation.
3   Lab assignment: Draw a simple car and make it move over
a mountain range then crash into a cliff.

4   Homework: Start project PF1: Design and storyboard a
'splash' screen. Tour the internet for splash screens
examples and bring two URLs to next class. Study
advanced animation techniques.

6   2   Lecture: Masking, exporting as different file types,
including shockwave Flash player types.

3   Lab assignment: Make a simple mask for the windows of
the car in the previous assignment so that the
background shows through. Export file to a Flash player
file and a GIF animation for use on a web page.
Continue work on Splash screen.

4   Homework: For all the file types that Flash can export
come up with an example use for each file type. Bring
the list to the next class. Also, find a soundtrack for
the splash screen and bring the CD ROM or cassette to
the next class. Study masking and sound file types.

7   2   Lecture: Sound file types (MP3, AIF, Wav, etc.) and their
use. Importing sound files and basic sound design
using Flash.

3   Lab assignment: Record and import a sound to include in
the splash screen project. Finish splash screen
(project PF1).

4   Homework: Study sound file types and waveforms. For each
computer platform list the best file types and bring
to next class.

8   2   Lecture: 'Movie clip' symbols. Types and design
considerations of web page banner ads.

3   Lab assignment: Construct a rotating wheel, then add a
pair to previous Lab assignment of car moving over
mountains.

4   Homework: Conceptualize and storyboard project PF2:
Animated ad banner for use on a web page. Study movie
clip concepts and bring two conceptual examples to
next class.

9   2   Lecture: Using Flash on the Web. Flash web examples.
Publishing formats, html settings and download times.

3   Lab assignment: Work on banner project PF2. Embed into
web page. And upload to site and view in a browser.

4   Homework: Study all the available Flash publishing
parameters. Go to Shockwave.com and find a game that you
like. Bring the URL to class.

10   2   Lecture: Intro to Flash 'Button' symbols and their frames.
Use of movie clips for button animation.

3   Lab assignment: Design basic and animated rollover
buttons with sound and movie clips.

4   Homework: Study button symbol concepts. Conceive and
Storyboard a very simple tow scene animation controlled
by buttons. Bring it to next class.

11   2   Lecture: The concept of symbol's 'Instance.' Intro to Flash frame and button Actions such as 'go to frame' or 'go to scene.'
3   Lab assignment: Exercise: Contruct your simple two scene interactive animation.
4   Homework: Search the internet for good user interfaces. Find two examples that you like and prepare to discuss these in class next week.
12   2   Lecture: More actions especially for web navigation, URL action commands.
3   Lab assignment: Recreate the instructors Flash menu example for loading URLs.
4   Homework: Storyboard and flow chart Project PF3: Design a frame-based menu for a web site. Bring to next class. Study simple Flash actions that pertain to the web.
13   2   Lecture: More use of Flash for web navigation: URL commands & Targets.
3   Lab assignment: Finish PF3 (web frame menu).
4   Homework: Study pathnames, targets, and the concept of movie levels.
14   2   Lecture: Controlling movies and movie clips control via buttons and actions. Concept of movie levels and unloading.
3   Lab assignment: Recreate instructors movie clip and movie level example.
4   Homework: Project PF4: Design, storyboard, and produce a Flash Web site with hierarchical menus.
15   2   Lecture: More movie level concepts and catchup.
3   Lab assignment: Work on project PF4 (hierarchical web menu).
4   Homework: Go to Shockwave.com and find a game that appeals to you. Either simplify or create your own game for implementing in Flash.
16   2   Lecture: More Flash navigation. Intro to simple game design.
3   Lab assignment: Finish web menu project. Recreate instructor's simple Flash game.
4   Homework: Project PF5, Design, flow chart, and storyboard a simple game. Study advanced Flash actions.
17   2   Lecture: Advanced Flash actions such as random, etc.
3   Lab assignment: Produce project PF5 (a simple game).
4   Homework: Study for final exam.
18   3   Final EXAM!!! And project presentation.
ASSIGNMENTS:
See content.

METHODS OF INSTRUCTION:

Lecture, computer demonstration, web examples, and lab tutoring.

METHODS OF EVALUATION:
The types of writing assignments required:
Written homework
The problem-solving assignments required:
Homework problems
Quizzes
Exams
The types of skill demonstrations required:
Class performance
Performance exams
Other: Lab Projects, both design and production.
The types of objective examinations used in the course:
Multiple choice
True/false
Matching items
Completion
Other category:
None
The basis for assigning students grades in the course:
Writing assignments: 5% - 20%
Problem-solving demonstrations: 10% - 20%
Skill demonstrations: 30% - 60%
Objective examinations: 10% - 40%
Other methods of evaluation: 0% -   0%

REPRESENTATIVE TEXTBOOKS:
Required:
Katherine Ulrich, "Flash CS4 Professional ", Peachpit Press, 2008, or other appropriate college level text.
ISBN: 0321502914
Reading Level of Text: 12, Verified by: dvt

ARTICULATION and CERTIFICATE INFORMATION
        Associate Degree:
                GAV C1, effective 200470
        CSU GE:
        IGETC:
        CSU TRANSFER:
                Transferable CSU, effective 200470
        UC TRANSFER:
                Not Transferable

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: Y
Noncredit Category: Y

Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: CSIS
CSU Crosswalk Course Number: 110
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: C
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000206214
Sports/Physical Education Course: N
Taxonomy of Program: 061410