

Flash Animation*

COURSE DESCRIPTION:

This course is for anyone who wants to create animations and interactive movies like the ones used on the coolest Web sites. Participants learn how to use Flash CS5 – the world’s most popular animation software – to create engaging, interactive movies for the Web. Beginning with classic animation techniques, participants learn how to move objects around the screen and change their appearance. From there, it’s on to creating movies complete with original artwork. By the end of the course, participants have learned how to build interactivity into their movies and publish them to the Web. This course is a great introduction to the world of Web animation.

PREREQUISITES: None

COURSE LENGTH: One semester

REQUIRED MATERIAL: Flash CS5 – Student is responsible for cost of purchasing software for course.

COURSE OUTLINE:

- Workshop Titles
- Your First Animation
- Building Interactive Buttons
- Classic Animation Techniques
- Creating Your First Flash Movie
- Using the Drawing Tools
- Drawing and Animating a Movie
- Working with Motion Guides
- Building an Interactive Movie
- Publishing Your Movies
- Additional Projects

Some Sample Projects

- Follow the Bouncing Ball: Learn how to add motion to an object and change it’s appearance by squashing and stretching it as it moves
- Exploding Volcano: Create an exploding volcano animation that is achieved when the user presses a button
- Building a Preloader: Design and build a “preloader” animation that tells people that your movie is preparing to play.

* = One semester (.5 credit) course