

Syllabus: Flash Animation		Points Possible	Course Hours
Phase 1: Animating Movies			
Project 1: Your First Movie			8
Lab 1: Creating a Character			
	<i>Open a Flash CS3 document.</i>		
	<i>Use the pencil and line tools to create a drawing.</i>		
	<i>Add fill color to a drawing.</i>		
	<i>Convert a drawing to a movie clip symbol.</i>		
Lab 2: Animating Your Character			
	<i>Animate a character using frames, keyframes, and motion tweens.</i>		
	<i>Define frames, keyframes, and motion tweens.</i>		
	<i>Create a color tween.</i>		
Lab 3: Building a Background			
	<i>Create a layer.</i>		
	<i>Use the brush and ink bottle tools to create a drawing.</i>		
	<i>Use the rectangle tool to create a background.</i>		
	<i>Create a color gradient.</i>		
Lab 4: Adding a Button			
	<i>Convert a drawing to a button symbol.</i>		
	<i>Change the Up, Down, Over, and Hit states of a button.</i>		
	<i>Test the movie.</i>		
	<i>Add and format text.</i>		
Lab 5: Publishing Your Movie			
	<i>Use the Publish settings to prepare a Flash file for the Web.</i>		
	<i>Identify the difference between .swf, .html, and .fla files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 1			
	<i>Project 1 Quiz.</i>	3	
Assignment 1			
	<i>See assignment description document for detailed instructions.</i>	7	
Project 2: Airplane Chase Movie			8
Lab 1: Making a Drawing from a Photo			
	<i>Open a Flash CS3 document.</i>		
	<i>Import and resize a photo.</i>		
	<i>Trace the photo with the brush tool.</i>		
	<i>Color the drawing with the paint bucket tool.</i>		
Lab 2: Creating Symbols			
	<i>Open a Flash CS3 document.</i>		
	<i>Create a movie clip symbol.</i>		
	<i>Delete a layer from the timeline.</i>		
	<i>Copy and duplicate a symbol.</i>		
Lab 3: Animating Your Movie			
	<i>Open an external library.</i>		
	<i>Add symbols from an external library.</i>		
	<i>Position symbols on the stage.</i>		
	<i>Create motion tweens to move symbols across the stage.</i>		
Lab 4: Using a Motion Guide			
	<i>Draw a motion guide.</i>		
	<i>Attach and orient a symbol on a motion guide.</i>		
	<i>Open an external library.</i>		
	<i>Create and position layers.</i>		
Lab 5: Using Squash and Stretch			
	<i>Prepare keyframes in the timeline.</i>		

	<i>Squash a symbol with the free transform tool.</i>		
	<i>Stretch a symbol with the free transform tool.</i>		
	<i>Blur a symbol with a filter.</i>		
Lab 6: Adding Sound			
	<i>Add streaming sound.</i>		
	<i>Add and stop an event sound.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 2			
	<i>Project 2 Quiz.</i>	3	
Assignment 2			
	<i>See assignment description document for detailed instructions.</i>	7	
Project 3: Walking Character Movie			8
Lab 1: Creating a Body			
	<i>Open a Flash CS3 document.</i>		
	<i>Name a layer.</i>		
	<i>Draw a body with the oval tool.</i>		
	<i>Convert a drawing to a graphic symbol within a movie clip symbol.</i>		
Lab 2: Squashing and Stretching			
	<i>Apply squash and stretch techniques to a ball movie.</i>		
	<i>Add motion tweens.</i>		
	<i>Copy and paste frames.</i>		
	<i>Save a project.</i>		
Lab 3: Adding a Leg			
	<i>Create new layers.</i>		
	<i>Draw a leg with the line tool.</i>		
	<i>Convert the drawing to a graphic symbol and a movie clip symbol.</i>		
Lab 4: Swinging the Leg			
	<i>Change the transformation point of a symbol.</i>		
	<i>Add motion tweens to create a swinging motion.</i>		
	<i>Copy and paste frames.</i>		
Lab 5: Adding Another Leg			
	<i>Copy and duplicate a graphic symbol.</i>		
	<i>Copy and duplicate a movie symbol.</i>		
Lab 6: Modifying the New Leg			
	<i>Modify a graphic symbol.</i>		
	<i>Move frames.</i>		
	<i>Copy and paste frames.</i>		
	<i>Test a movie.</i>		
Lab 7: Walking with Motion Tweens			
	<i>Position the body and legs.</i>		
	<i>Add keyframes and motion tweens to move the character across the stage.</i>		
	<i>Change the frame rate to alter the speed.</i>		
Lab 8: Walking with a Motion Guide			
	<i>Use rulers to create guide lines on the stage.</i>		
	<i>Draw a motion guide.</i>		
	<i>Lock a symbol to the motion guide.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 3			
	<i>Project 3 Quiz.</i>	3	
Assignment 3			
	<i>See assignment description document for detailed instructions.</i>	7	
Phase 1 Assignment			12
	<i>See assignment description document for detailed instructions.</i>	10	

Phase 2: Scripting Games			
Project 4: Interactive Display			12
Lab 1: Setting Up the Page			
	<i>Modify document settings.</i>		
	<i>Draw a background with a radial gradient for the navigation bar.</i>		
	<i>Create a page header and welcome message.</i>		
	<i>Lock and unlock layers.</i>		
Lab 2: Creating Buttons			
	<i>Create a button symbol.</i>		
	<i>Change the stroke color.</i>		
	<i>Blur the stroke.</i>		
	<i>Align and name buttons.</i>		
Lab 3: Creating a Movie Clip			
	<i>Draw an arrow with the polystar tool.</i>		
	<i>Convert the drawing to a movie clip symbol.</i>		
	<i>Animate the arrow with a shape tween.</i>		
Lab 4: Adding ActionScript			
	<i>Open the Actions panel.</i>		
	<i>Write a stop action.</i>		
	<i>Write a gotoAndPlay action.</i>		
	<i>Add more arrow symbols.</i>		
Lab 5: Scripting the Buttons			
	<i>Make unique instances with instance names.</i>		
	<i>Program the arrows to point at the button text when the cursor hovers over it.</i>		
	<i>Stop the arrow animation when the cursor moves away.</i>		
Lab 6: Making a Container Clip			
	<i>Draw a container with the rectangle tool.</i>		
	<i>Size the container to fit the movies.</i>		
	<i>Hide the container by making the fill color transparent.</i>		
Lab 7: Creating and Labeling Keyframes			
	<i>Create a layer for the ActionScript.</i>		
	<i>Add and label frames.</i>		
	<i>Connect buttons to frames.</i>		
Lab 8: Loading Movies and Publishing			
	<i>Load movies into the container clip.</i>		
	<i>Unload movies from the container clip.</i>		
	<i>Remove the welcome message.</i>		
	<i>Publish the project.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 4			
	<i>Project 4 Quiz.</i>	3	
Assignment 4			
	<i>See assignment description document for detailed instructions.</i>	12	
Project 5: Cat Burglar Game			15
Lab 1: Setting Up the Game			
	<i>Add and name layers in the timeline.</i>		
	<i>Create keyframes.</i>		
	<i>Add ActionScript to each frame to stop it from moving to the next frame.</i>		
Lab 2: Creating the Opening Screen			
	<i>Open an external library.</i>		
	<i>Add images to the opening frame.</i>		
	<i>Add ActionScript so the start button moves to frame 2.</i>		
	<i>Label a frame.</i>		
Lab 3: Creating Level 1			

	Add images to the game.		
	Create instance names for each symbol.		
Lab 4: Adding Text			
	Use the text tool to add text for the score.		
	Create a dynamic text box for the score to appear in.		
	Add text with losing and winning messages to frames 3 and 4.		
	Add the start button and frame labels to the losing and winning frames.		
Lab 5: Moving the Cat			
	Use ActionScript to control the cat with the arrow keys.		
	Check the syntax of the script to identify errors.		
Lab 6: Troubleshooting			
	Check ActionScript on frames and symbols.		
	Use the Compiler Errors panel to identify errors.		
	Identify curly brace errors.		
	Check instance names and frame labels.		
Lab 7: Keeping Score			
	Create a variable for the score.		
	Add points to the score in the dynamic text box.		
	Create hit tests that add a point to the score when the cat collects a key.		
Lab 8: Hitting Spinners and Walls			
	Create hit tests with spinners so the player loses the game when the cat hits a spinner.		
	Create hit tests with the walls so the cat can't walk through them.		
Lab 9: Winning the Game			
	Add a hit test with the ruby so the player can win the game.		
	Make the treasure box hide the ruby until the cat collects four keys.		
	Create a hit test with the treasure box so the cat can't walk through it.		
	Publish and share the game.		
Quiz Study Guide			
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Quiz 5			
	Project 5 Quiz.	3	
Assignment 5			
	See assignment description document for detailed instructions.	12	
Project 6: Basements and Basilisks Game			15
Lab 1: Planning Your Game			
	Choose an idea for a game.		
	Create a storymap of the game.		
	Learn the purpose of a wireframe.		
Lab 2: Moving the Hero			
	Open an external library.		
	Script a character to move using the arrow keys.		
	Script an idle cycle to make the character stand still.		
	Program the walls to contain the character.		
Lab 3: Setting Up the Rooms			
	Create layers.		
	Add the room.		
	Create keyframes.		
	Add a stop action.		
Lab 4: Scripting the Doors			
	Create hit tests that move the character from room to room.		
	Rotate symbols clockwise and counter-clockwise.		
Lab 5: Creating the Wizard Room			
	Create variables for the shield and potion symbols.		

	Create an event that removes the potion and shield symbols once one of them is collected by the character.		
	Add a hit test between the character and the wizard.		
Lab 6: Programming the Key			
	Create a hit test between the block symbol and the character.		
	Using variables, create an event that removes the block symbol once the key is collected by the character.		
Lab 7: Adding the Basilisk			
	Script two different cinematic events that play depending on whether or not the character entered the room with the correct object.		
	Create a button and script it to reset the game.		
Quiz Study Guide			
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Quiz 6			
	Project 6 Quiz.	3	
Assignment 6			
	See assignment description document for detailed instructions.	12	
Phase 2 Assignment			12
	See assignment description document for detailed instructions.	15	
	Total	100	90