






**Diploma in eCommerce & Web Design (901) - Flash**

<b>Prerequisites:</b> Basic knowledge of computers and file management.	<b>Corequisites:</b> A pass or higher in Diploma in Information Technology or equivalence
<b>Aim:</b> Adobe Flash is the standard for web animation and multimedia. More and more websites are using this powerful technology to add interest and functionality. Flash is a multitasking application: an illustration program, an image and sound editor, a graphics animation program, and a scripting engine. Candidates will work with the Flash framework and interface to produce Flash graphics and movies to add spice to web pages. Other topics are buttons, sound clips, ActionScript basics, integration of Flash with other applications, and web publishing.	
<b>Required Materials:</b> Recommended Learning Resources.	<b>Supplementary Materials:</b> Lecture notes and tutor extra reading recommendations.
<b>Special Requirements:</b> This is a hands-on course, hence use of computers is mandatory.	
<p><b>Intended Learning Outcomes:</b></p> <p>1 Examine the flash interface. Learn how to create simple shapes, solid and gradient fills. Build a simple home page.</p> <p>2 Learn the basic concepts needed to create animation in flash movies. Gain an understanding of what animation is; the difference between speed and the length of animation. Define the interface elements that flash editor contains which help create and control animation.</p> <p>3 Understand the importance of interactivity. Define symbols. Learn how to create buttons that will respond to mouse cursor actions. Understand how to add sound to a flash movie.</p> <p>4 Understand the process of publishing a flash site.</p>	<p><b>Assessment Criteria:</b></p> <p>1.1 Learn how to draw and modify text  1.2 Demonstrate how to draw and modify shapes  1.3 Describe texture fills and transparency  1.4 Demonstrate how to import graphics  1.5 Define the role of Flash on the Web  1.6 Define vector graphics and other attributes of Flash  1.7 Define how to change the view and work area  1.8 Demonstrate how to set preferences.</p> <p>2.1 Familiarise with the timeline and frames  2.2 Define movement tweening  2.3 Implement shape tweening  2.4 Define fading  2.5 Demonstrate how to add and manipulate frames and keyframes  2.6 Define how to create and edit symbols  2.7 Describe how to construct the different types of animation  2.8 Describe how to use animation for non-motion effects  2.9 Define the utilisation of onion skinning, guide layers, and masks  2.10 Define how to manage symbols and other assets in the library</p> <p>3.1 Demonstrate how to create buttons  3.2 Justify button actions  3.3 Define sound effects  3.4 Demonstrate how to add and test a simple frame action  3.5 Explore how to apply the Tell Target action to control movie clips</p> <p>4.1 Discuss production issues  4.2 Describe optimisation issues  4.3 Discuss publishing options</p>

5	Learn more advanced graphic techniques, including modification of basic shapes and intersections. Understand how to create a splash screen.	4.4	Define pre-loading and plug-in detection
		4.5	Discuss web-server issues
6	Learn more advanced animation.	5.1	Describe reshaping
		5.2	Demonstrate how to create an animated splash screen
		5.3	Demonstrate how to build a flash-based menuing system
		5.4	Describe how to design forms in flash
7	Understand how to implement advanced effects.	6.1	Demonstrate how to animate symbols
		6.2	Define flash opening sequence
		6.3	Describe how to implement background music
		7.1	Demonstrate how to create animated buttons
		7.2	Demonstrate how to make a transition
		7.3	Demonstrate how to open movies in other browser windows
		7.4	Demonstrate how to create comment forms and interactive movies.

### **Recommended Learning Resources: Flash**

<b>Text Books</b>	<ul style="list-style-type: none"> <li>• Macromedia Flash Professional Hands-On Training by James Gonzalez. ISBN-10: 0321293886</li> <li>• Macromedia Flash Hands-On Training by Rosanna Yeung. ISBN-10: 0321202988</li> <li>• How to Do Everything with Macromedia Flash (How to Do Everything) by Bonnie Blake and Doug Sahlin. ISBN-10: 0072262451</li> </ul>
<b>Study Manuals</b> 	BCE produced study packs
<b>CD ROM</b> 	Power-point slides
<b>Software</b> 	Macromedia Flash