



IMD 231 Concepts in Motion Design Adobe Flash Pro CS3

Professor: Jonathan A Agresta, M.Ed. jonagresta@gmail.com

Description:

This is a 3 credit course dealing with Adobe Flash Pro CS3 and it's programming language known as ActionScript. “An introduction to motion design, concepts and techniques. Students create interactive motion using basic principles for timeline-based media.”

Time, Day and Location: Friday 1:00pm – 5:00pm MAIN 514

Website: <http://www.jonagresta.com/aih/concepts>

Please refer to the website often; I will post all assignments and useful information on the site. Also there will be a calendar with important due dates listed.

Software: Adobe Flash Pro CS3

Flash Pro CS3 - \$699 (Cheaper if bought through journeyed.com)

Recommended Textbook: Sam’s Teach Yourself Adobe Flash CS3 in 24 Hours (not required)

By Phillip Kerman

\$23.09 from Amazon.com

Grading: Assignments - 10% each

Progress Checks/Attendance - 5%

Tests - 20%

Final Project - 25%

Office Hours: By appointment. I may or may not be in the classroom (514) at any given time. Most class days I will be in the faculty offices on the 6th floor at least 1 hour before and after class. Please email me to set up appointments or just drop by before class.

Study Hours/Extra Help: Weekdays I will be available in the sixth floor faculty offices from Noon – 1pm for any help you need.

Competencies:

Upon completion of course, student should be able to:

1. Create storyboards that effectively document narrative and/or concept development.
2. Apply visual and timeline based design principles to the creation of digital animation.
3. Demonstrate skills in preparation of digital animation for a variety of outputs.
4. Utilize the concepts and practices of timeline-based media.

Naming Conventions: Please name your project files accordingly. If you are turning in Assignment 1 your file(s) should be named as follows:
assignment1[First Initial][Last Name][version].fla
ie assignment1jagresta1.fl, assignment1jagresta1.swf

Assignments: All assignments must be turned in on-time either on a USB drive, CD, DVD, or the Instructor Storage.

Americans with Disabilities Statement: Students with disabilities who have a letter from the Dean of Student Affairs approving a reasonable accommodation should inform the instructor in private of the approved accommodation by completion of the first class or as soon thereafter as approved by the Dean of Student Affairs. Accommodations are only effective once the faculty member receives the letter. Any resulting class performance that may arise for those who do not identify their needs should not expect any special consideration.

Course Grading: Assignments will be evaluated for accuracy, craftsmanship, creativity, and the application of the principles covered in the course objectives. **NO LATE WORK WILL BE ACCEPTED!** You must complete all the projects set forth for this class in order to pass the class. If you are missing an assignment you will not pass the class. **Passing the class requires all assignments to be completed. The grade you receive in this class is determined on how well you complete each assignment.**

Assignment 1: Scene with Character
Assignment 2: Short Animation
Assignment 3: Animation with Menu Options
Assignment 4: Interactive Map with sound
Assignment 5: Choose Your Own Adventure
Assignment 6: FINAL - Website Portfolio

Policies:

Plagiarism Policy:

There will be no copying of ideas, characters or scripts from other students, the Internet, tutorials, etc. It seems easy to find pre-made work on the internet, but if you can find it, I can find it.

If you are caught it is an automatic ZERO on your project grade!!! The Internet is a helpful tool for research. To create your own ideas from various influences is fine; to rearrange an existing idea specifically is stealing from its creator.

Internet Policy:

No non-research use of the Internet in class is appropriate. If you insist on using the Internet for any other use you will be given a first warning. Upon second offense, you will be marked absent for the day and in extreme cases, ejected from the class.

Cell Phones & Beepers:

Students need to set cell phones to vibrate or off, if they are on vibrate keep them off of desks and tables. Failure to follow policy will result in an absence for the day and removal from the class. If you have a beeper, throw it out and get a cell phone, this isn't 1996 and you're not a doctor.

Attendance: There are no excused absences. Each student is required to be in class every session. Class role will be taken at the beginning of class immediately following the announcements and at the end of class. If the student is not present during these role calls the student will receive 1/2 absence for the day. After missing 3 full absences the student will be dropped from the class. Every absence will count as 1 point (1%) off your overall grade. If you attend every class you will be given 5 bonus points toward your overall grade.

Support Services: Some books on the software used in this course may be available in the Resource Center; handouts on particular topics will be provided by the Instructor.

Agresta Policy:

Under no circumstances can a student submit work containing alcohol, sex, drugs, profanity, prejudice or violence. If you break my policy the project will receive a ZERO immediately. If you are not sure which material is appropriate feel free to ask me ahead of time, I am always available to elaborate.

Foul Language:

Please do not swear, curse, "cus", or use profanity in the classroom or in conversation with me, the instructor. If you want to be treated like a mature adult and not sound like an idiot please be respectful and speak to me as if you were on a job interview. Getting out of the habit of cursing will certainly help you later on in life, especially in the business and working world.

Guests: Under no circumstances are "guests" or "friends" allowed in the classroom. If you need to speak with someone please discretely leave and speak to them in the hall.

Tips for success:

- Come to class. It makes or breaks your grade.
- Get a thumb drive that you can trust!!!!
- Back up your data after every change. Save multiple versions and store them in multiple locations. You don't want to lose 30 hours of work because you never backed your files up.
- Manage your time. The assignments take a considerable amount of time to complete. Space out your time, and never leave it to the night before.
- Be creative and have fun!

Grading Scale:

A= Excellent
 B= Above Average
 C= Average
 D= Below Average
 F= Failure

Grading Scale in Percentages:

| | | | |
|----|----------|----|---------|
| A | = 94-100 | C+ | = 77-79 |
| A- | = 90-93 | C | = 74-76 |
| B+ | = 87-89 | C- | = 70-73 |
| B | = 84-86 | D+ | = 67-69 |
| B- | = 80-83 | D | = 60-66 |
| | | F | = 0-59 |

WEEK 1 – Good Friday – No Class**WEEK 2**

Lecture(s): Introduction to Flash

Assignments Due: N/A

Assignments Given: Assignment 1 – Scene with character

WEEK 3

Lecture(s): Animation Techniques in Flash

Assignments Due: Assignment 1 – Scene with character

Assignments Given: Assignment 2 – Short Animation

WEEK 4

Lecture(s): Beginning Interactivity

Assignments Due: Assignment 2 – Short Animation

Assignments Given: Assignment 3 – Animation with Menu Options (Due Week 5)

WEEK 5

Lecture(s): Intermediate Techniques

Assignments Due: Assignment 3 – Animation with Menu Options Progress Check

Study for Midterm!!!

WEEK 6

Lecture(s): Sound and Motion within Motion

Assignments Due: Assignment 3 – Animation with Menu Options

Assignments Given: Assignment 4 - Interactive Map with sound

Tests or Quizzes: **MIDTERM EXAM****WEEK 7**

Lecture(s): Flash Techniques

Assignments Due: Assignment 4 - Interactive Map with sound

Assignments Given: Assignment 5 - Choose Your Own Adventure

WEEK 8

Lecture(s): More Flash Techniques

Assignments Due: Assignment 5 - Choose Your Own Adventure Progress Check

| |
|--|
| WEEK 9 |
| Lecture(s): Even More Flash Techniques |
| Assignments Due: Assignment 5 - Choose Your Own Adventure |
| Assignments Given: Final Project - Website Portfolio (Due Week 11) |

| |
|---|
| WEEK 10 |
| Assignments Due: Final Project Progress Check |
| Assignments Given: Study for Final Exam! |

| |
|-------------------------------------|
| WEEK 11 |
| Lecture(s): Class Wrap-Up |
| Assignments Due: Final Project |
| Tests or Quizzes: FINAL EXAM |

*Syllabus, calendar, assignments, and due dates are subject to change based on students' retention, conflicts, etc. All changes will be announced in advance in class. It is the student's responsibility to document and adhere to these announced changes.