



IMD 312 Interactive Motion Graphics Adobe Flash Pro CS3

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

Description:

An intermediate level course focusing on motion graphics as an interactive design solution.

Credits: 3

Prerequisites: Concepts in Motion Design

Time, Day and Location: Wednesday 6:00pm – 10:00pm MAIN 514

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

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 through journeyed.com)

Required Textbook:

ActionScript 3.0 for Adobe Flash CS3 Professional - By Todd Perkins

ISBN: 0-321-29390-8

Available on Amazon.com from \$27.99

Grading:

Assignments - 10% each

Progress Checks/In-Class Assignments - 10%

Tests - 20%

Final Project - 30%

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 classroom 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 5pm – 6pm for any help you need.

Competencies:**Upon completion of course, student should be able to:**

1. *Develop interactive motion graphics that incorporate created or imported original graphics*
2. *Demonstrate content integration between text and graphics*
3. *Create navigational schemes consistent with project parameters*
4. *Incorporate audio and video elements*
5. *Implement basic principles of optimization and performance*

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.fla, assignment1jagresta1.swf

Assignments: All assignments must be turned in on time either on a USB drive, CD, DVD, or to the Instructor Storage. The Instructor Storage is the preferred means of submission.

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: Animation with Menu Options

Assignment 2: Labyrinth

Assignment 3: Labyrinth with Sound & Video

Assignment 4: Website Portfolio

Assignment 5: FINAL – Game

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, what are you, some sort of 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. **No guests are allowed in class!!!!**

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.

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

Lecture(s): Review of Flash & Intro to AS 3.0

Assignments Due: N/A

Assignments Given: Assignment 1 – Animation with Menu Options
 Read Chapters 1 & 2 and do examples from the CD

WEEK 2

Lecture(s): Using and Writing Functions – Button Code

Assignments Due: Animation with Menu Options Progress Check (Quality Animation)

Assignments Given: Finish Assignment 1

WEEK 3

Lecture(s): Responding to Events

Assignments Due: Assignment 1 – Animation with Menu Options, Tutorials from Text

Assignments Given: Assignment 2 – Labyrinth

Read Chapters 3 and do examples from the CD

WEEK 4

Lecture(s): Conditional Statements/Variables

Mid-Term Exam

Assignments Due: Labyrinth Progress Check, Tutorials from Text

Assignments Given: Finish Labyrinth

WEEK 5

Lecture(s): Dynamic Sound and Video

Assignments Due: Assignment 2 – Labyrinth

Assignments Given: Assignment 3 – Labyrinth with Sound and Video

WEEK 6

Lecture(s): Classes – Portfolio Design

Assignments Due: Assignment 3 - Labyrinth with Sound & Video

Assignments Given: Assignment 4 – Website Portfolio (Due Week 9)

Read Chapter 4 and do examples from the CD

WEEK 7

Lecture(s): Classes – Portfolio Design 2

Assignments Due: Assignment 4 – Website Portfolio Progress Check, Tutorials from Text

Assignments Given: Finish Portfolio

Read Chapter 5 and do examples from the CD

WEEK 8
Lecture(s): Game Design 1
Assignments Due: Assignment 4 – Website Portfolio, Tutorials from Text
Assignments Given: Assignment 5 – FINAL Game (Due Week 11)

WEEK 9
Lecture(s): Game Design 2
Assignments Due: Assignment 5 – FINAL Game Progress Check
Assignments Given: Continue working on Game

WEEK 10
Lecture(s): Lab
Assignments Due: Assignment 5 – FINAL Game Progress Check
Assignments Given: Finish Game

WEEK 11
Lecture(s): Student Presentations Final Exam
Assignments Due: Assignment 5 – FINAL Game
Assignments Given: Prepare for Flash 3!!

*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.