

| <b>Flash Animation CS4 Course Outline</b>            |  | <b>Points Possible</b> | <b>Course Hours</b> |
|--|--|------------------------|---------------------|
| <b>Course Overview</b>                               |  |                        | <b>4</b>            |
| <b>Lab 1: Start the Course</b>                       |  |                        |                     |
|  | <i>Identify computer requirements.</i>   |                        |                     |
|  | <i>Learn how to move through the course.</i>                                       |                        |                     |
|  | <i>Switch between windows.</i>   |                        |                     |
| <b>Lab 2: Set Up Your Computer</b>                   |  |                        |                     |
|  | <i>Find files and folders on a computer.</i>                                       |                        |                     |
|  | <i>Set up a computer to show the List folder view and file name extensions</i>     |                        |                     |
|  | <i>Make a course folder.</i>   |                        |                     |
| <b>Lab 3: Set Up a Browser and Install 7-Zip</b>     |  |                        |                     |
|  | <i>Set up a Web browser.</i>   |                        |                     |
|  | <i>Download and install a zip utility.</i>   |                        |                     |
| <b>Lab 4: Download Resources and Zip Assignments</b> |  |                        |                     |
|  | <i>Get the course resources.</i>   |                        |                     |
|  | <i>Learn about finding, completing, and turning in assignments</i>                 |                        |                     |
|  | <i>Zip and unzip files and folders.</i>  |                        |                     |
| <b>Project 1: Fish Movie</b>                         |  |                        | <b>11</b>           |
| <b>Lab 1: Draw a Fish</b>                            |  |                        |                     |
|  | <i>Open and save a Flash CS4 file.</i>   |                        |                     |
|  | <i>Draw with the Pencil Tool and Line Tool.</i>                                    |                        |                     |
|  | <i>Undo mistakes with the Undo command and the Eraser Tool.</i>                    |                        |                     |
|  | <i>Draw the outline of a fish.</i>   |                        |                     |
| <b>Lab 2: Add Color and Details</b>                  |  |                        |                     |
|  | <i>Use the Paint Bucket Tool to fill in the fish with color.</i>                   |                        |                     |
|  | <i>Use hidden tools.</i>   |                        |                     |
|  | <i>Make an eye and add details to the fish.</i>                                    |                        |                     |
| <b>Lab 3: Animate the Fish</b>                       |  |                        |                     |
|  | <i>Convert a drawing to a movie clip symbol.</i>                                   |                        |                     |
|  | <i>Use a motion tween and keyframes in the Timeline to animate the fish.</i>       |                        |                     |
|  | <i>Bend the motion path for the fish.</i>  |                        |                     |
|  | <i>Change the speed of the fish.</i>   |                        |                     |
| <b>Lab 4: Create a Background</b>                    |  |                        |                     |
|  | <i>Create, rename, and arrange layers in the Timeline.</i>                         |                        |                     |
|  | <i>Draw seaweed with the Brush and Ink Bottle Tools.</i>                           |                        |                     |
|  | <i>Create a water background with the Rectangle Tool.</i>                          |                        |                     |
|  | <i>Add a color gradient to the water.</i>  |                        |                     |
| <b>Lab 5: Add a Button</b>                           |  |                        |                     |
|  | <i>Create a drawing and convert it to a button symbol.</i>                         |                        |                     |
|  | <i>Change the button to look different when the viewer points to or clicks it.</i> |                        |                     |
|  | <i>Add and format text.</i>  |                        |                     |
| <b>Lab 6: Publish Your Movie</b>                     |  |                        |                     |
|  | <i>Publish the movie as a SWF and HTML file.</i>                                   |                        |                     |
|  | <i>Test the movie.</i>   |                        |                     |
| <b>Quiz Study Guide</b>                              |  |                        |                     |
|  | <i>Review the quiz study guide before taking the quiz.</i>                         |                        |                     |
| <b>Quiz 1</b>  |  |                        |                     |
|  | <i>Project 1 Quiz.</i>   | <b>5</b>               |                     |
| <b>Assignment 1</b>                                  |  |                        |                     |
|  | <i>See assignment description document for detailed instructions.</i>              | <b>5</b>               |                     |

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|---|---|------------------------|---------------------|
| <b>Project 2: Airplane Chase</b>          |   |                        | <b>10</b>           |
| <b>Lab 1: Trace a Plane</b>               |   |                        |                     |
|   | <i>Import a photo into a Flash project.</i>                                       |                        |                     |
|   | <i>Resize an object with the Free Transform Tool.</i>                             |                        |                     |
|   | <i>Lock and hide layers.</i>  |                        |                     |
|   | <i>Trace the photo with the Brush Tool.</i>                                       |                        |                     |
|   | <i>Change the outline and fill color of the drawing.</i>                          |                        |                     |
| <b>Lab 2: Make Another Plane</b>          |   |                        |                     |
|   | <i>Delete layers.</i>   |                        |                     |
|   | <i>Copy and duplicate a symbol.</i>   |                        |                     |
|   | <i>Change the color of a symbol.</i>  |                        |                     |
|   | <i>Import an external library into a Flash project.</i>                           |                        |                     |
| <b>Lab 3: Animate the Planes</b>          |   |                        |                     |
|   | <i>Open an external library.</i>  |                        |                     |
|   | <i>Add symbols from an external library.</i>                                      |                        |                     |
|   | <i>Resize symbols and change their direction.</i>                                 |                        |                     |
|   | <i>Position symbols on the stage.</i>   |                        |                     |
|   | <i>Create motion tweens to move symbols across the Stage.</i>                     |                        |                     |
| <b>Lab 4: Edit a Motion Path</b>          |   |                        |                     |
|   | <i>Add keyframes.</i>   |                        |                     |
|   | <i>Create Bezier handles on the motion path's anchor points.</i>                  |                        |                     |
|   | <i>Curve a motion path with Bezier handles and the Subselection Tool.</i>         |                        |                     |
|   | <i>Orient the symbol to the path.</i>   |                        |                     |
| <b>Lab 5: Draw a Motion Path</b>          |   |                        |                     |
|   | <i>Draw a motion path with the Pencil Tool.</i>                                   |                        |                     |
|   | <i>Cut and paste the motion path.</i>   |                        |                     |
|   | <i>Position the motion path and orient the symbol to the path.</i>                |                        |                     |
|   | <i>Change the speed of the animation.</i>   |                        |                     |
| <b>Lab 6: Make a Background</b>           |   |                        |                     |
|   | <i>Make a sky background with a color gradient.</i>                               |                        |                     |
|   | <i>Add details to the background.</i>   |                        |                     |
|   | <i>Add a foreground.</i>  |                        |                     |
|   | <i>Publish the movie as a SWF and HTML file.</i>                                  |                        |                     |
| <b>Quiz Study Guide</b>                   |   |                        |                     |
|   | <i>Review the quiz study guide before taking the quiz.</i>                        |                        |                     |
| <b>Quiz 2</b>                             |   |                        |                     |
|   | <i>Project 2 Quiz.</i>  | <b>5</b>               |                     |
| <b>Assignment 2</b>                       |   |                        |                     |
|   | <i>See assignment description document for detailed instructions.</i>             | <b>8</b>               |                     |
| <b>Project 3: Bouncing Ball</b>           |   |                        | <b>8</b>            |
| <b>Lab 1: Make a Ball</b>                 |   |                        |                     |
|   | <i>Make a ball with the Oval Tool.</i>  |                        |                     |
|   | <i>Add a radial gradient so the ball looks like it's being lit from the side.</i> |                        |                     |
|   | <i>Convert the drawing to a movie clip symbol.</i>                                |                        |                     |
|   | <i>Create a motion tween for the ball and bend the motion path</i>                |                        |                     |
| <b>Lab 2: Squash and Stretch</b>          |   |                        |                     |
|   | <i>Squash and stretch the ball.</i>   |                        |                     |
|   | <i>Split a motion tween.</i>  |                        |                     |
|   | <i>Change the ease.</i>   |                        |                     |

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| <b>Lab 3: Add Another Ball</b>  |  |                        |                     |
| <i>Add a blank keyframe.</i>  |  |                        |                     |
| <i>Add another Ball symbol and insert a motion tween for it.</i>              |  |                        |                     |
| <i>Squash and stretch the ball.</i>   |  |                        |                     |
| <i>Rotate the ball and add a blur filter.</i>                                 |  |                        |                     |
| <b>Lab 4: Add Sound</b>   |  |                        |                     |
| <i>Open a sound library.</i>  |  |                        |                     |
| <i>Add stream and event sound.</i>  |  |                        |                     |
| <i>Align the sound with the frame where the ball hits the ground</i>          |  |                        |                     |
| <i>Loop the sound.</i>  |  |                        |                     |
| <i>Publish the movie as a SWF and HTML file, and change the sound quality</i> |  |                        |                     |
| <b>Quiz Study Guide</b>   |  |                        |                     |
| <i>Review the quiz study guide before taking the quiz.</i>                    |  |                        |                     |
| <b>Quiz 3</b>   |  |                        |                     |
| <i>Project 3 Quiz.</i>  |  | 5                      |                     |
| <b>Assignment 3</b>   |  |                        |                     |
| <i>See assignment description document for detailed instructions.</i>         |  | 8                      |                     |
| <b>Midterm Assignment</b>   |  |                        | 6                   |
| <i>See assignment description document for detailed instructions.</i>         |  | 7                      |                     |
| <b>Project 4: Lip Sync</b>  |  |                        | 13                  |
| <b>Lab 1: Create a Scene</b>  |  |                        |                     |
| <i>Import an external library and position it in the workspace.</i>           |  |                        |                     |
| <i>Add a background and align it with the Stage.</i>                          |  |                        |                     |
| <i>Lock a layer.</i>  |  |                        |                     |
| <b>Lab 2: Make a Character</b>  |  |                        |                     |
| <i>Add a Body symbol from the external library.</i>                           |  |                        |                     |
| <i>Add a shirt, eyes, and hair from the external library.</i>                 |  |                        |                     |
| <i>Use the Edit Symbols button to open a symbol for editing.</i>              |  |                        |                     |
| <i>Customize the character's appearance.</i>                                  |  |                        |                     |
| <b>Lab 3: Add a Voice</b>   |  |                        |                     |
| <i>Preview voice WAV files in the external library.</i>                       |  |                        |                     |
| <i>Add a sound file for the voice, and format it as stream sound.</i>         |  |                        |                     |
| <i>Add more frames to the Timeline for the sound file.</i>                    |  |                        |                     |
| <i>Add a caption with text to the movie.</i>                                  |  |                        |                     |
| <b>Lab 4: Add a Mouth</b>   |  |                        |                     |
| <i>Add a rest position mouth to the character.</i>                            |  |                        |                     |
| <i>Use the playhead to find the first frame where the character speaks</i>    |  |                        |                     |
| <i>Turn on Onion Skin Outlines.</i>   |  |                        |                     |
| <b>Lab 5: Sync the Mouth</b>  |  |                        |                     |
| <i>Preview mouth shapes for the phonemes in the external library.</i>         |  |                        |                     |
| <i>Add mouth shapes for the phonemes on the correct frames.</i>               |  |                        |                     |
| <i>Test the mouth shapes.</i>   |  |                        |                     |
| <i>Fix mouth shapes.</i>  |  |                        |                     |
| <b>Lab 6: Add a Button</b>  |  |                        |                     |
| <i>Add a play button for the movie.</i>                                       |  |                        |                     |
| <i>Test the movie.</i>  |  |                        |                     |
| <i>Close the external library.</i>  |  |                        |                     |
| <i>Publish the movie as a SWF and HTML file, and change the sound quality</i> |  |                        |                     |
| <b>Quiz Study Guide</b>   |  |                        |                     |
| <i>Review the quiz study guide before taking the quiz.</i>                    |  |                        |                     |
| <b>Quiz 4</b>   |  |                        |                     |
| <i>Project 3 Quiz.</i>  |  | 5                      |                     |
| <b>Assignment 4</b>   |  |                        |                     |
| <i>See assignment description document for detailed instructions.</i>         |  | 10                     |                     |

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|---|--|------------------------|---------------------|
| <b>Project 5: Walking Character</b>       |  |                        | <b>15</b>           |
| <b>Lab 1: Create the Body</b>             |  |                        |                     |
|   | <i>Save different versions of a Flash project.</i>   |                        |                     |
|   | <i>Create an empty symbol.</i>   |                        |                     |
|   | <i>Add the Ball symbol from an external library.</i>                                       |                        |                     |
| <b>Lab 2: Bounce the Body</b>             |  |                        |                     |
|   | <i>Create a motion tween and keyframes for the ball to bounce.</i>                         |                        |                     |
|   | <i>Move the ball up and down to bounce.</i>  |                        |                     |
|   | <i>Squash the ball to exaggerate the bounce.</i>   |                        |                     |
|   | <i>Copy and paste frames in the Timeline.</i>  |                        |                     |
| <b>Lab 3: Draw the Upper Leg</b>          |  |                        |                     |
|   | <i>Draw the upper leg with the Rectangle Tool.</i>   |                        |                     |
|   | <i>Draw joints with the Oval Tool.</i>   |                        |                     |
|   | <i>Position the joints on the leg.</i>   |                        |                     |
|   | <i>Convert the leg to a symbol and position it on the body.</i>                            |                        |                     |
| <b>Lab 4: Make the Lower Leg</b>          |  |                        |                     |
|   | <i>Add a second instance of the Leg symbol to the Stage.</i>                               |                        |                     |
|   | <i>Name the instances of the Leg symbol.</i>   |                        |                     |
|   | <i>Change the properties of the lower leg with a tint color effect.</i>                    |                        |                     |
|   | <i>Position the lower leg.</i>   |                        |                     |
| <b>Lab 5: Make an Armature</b>            |  |                        |                     |
|   | <i>Make bones in the leg to create an armature.</i>  |                        |                     |
|   | <i>Test out the armature on the pose layer.</i>  |                        |                     |
|   | <i>Use the Rectangle Tool to create a foot with rounded corners.</i>                       |                        |                     |
|   | <i>Convert the foot to a symbol and join it to the armature with the Bone Tool.</i>        |                        |                     |
| <b>Lab 6: Move the Right Leg</b>          |  |                        |                     |
|   | <i>Add a guide line to represent the ground.</i>   |                        |                     |
|   | <i>Add keyframes for the walk cycle poses.</i>   |                        |                     |
|   | <i>Pose the right leg so it lifts up, steps forward, straightens, and swings back.</i>     |                        |                     |
|   | <i>Copy and paste a pose to another frame.</i>   |                        |                     |
| <b>Lab 7: Make the Left Leg</b>           |  |                        |                     |
|   | <i>Copy and paste the armature to create a second leg.</i>                                 |                        |                     |
|   | <i>Hide and lock a layer.</i>  |                        |                     |
|   | <i>Change the tint color of the new left leg so it looks different from the right leg.</i> |                        |                     |
| <b>Lab 8: Move the Left Leg</b>           |  |                        |                     |
|   | <i>Change the poses of the left leg so it moves opposite to the right leg.</i>             |                        |                     |
|   | <i>Position the layers in the Timeline so the left leg is behind the body.</i>             |                        |                     |
| <b>Lab 9: Add Forward Motion</b>          |  |                        |                     |
|   | <i>Trim off the last frame so the movie doesn't pause when it loops.</i>                   |                        |                     |
|   | <i>Import the character into a new project.</i>  |                        |                     |
|   | <i>Add a motion tween on the main Timeline to move the character.</i>                      |                        |                     |
|   | <i>Change the speed of the character until it looks natural.</i>                           |                        |                     |
|   | <i>Publish the movie as a SWF and HTML file.</i>   |                        |                     |
| <b>Quiz Study Guide</b>                   |  |                        |                     |
|   | <i>Review the quiz study guide before taking the quiz.</i>                                 |                        |                     |
| <b>Quiz 5</b>                             |  |                        |                     |
|   | <i>Project 5 Quiz.</i>   | <b>5</b>               |                     |
| <b>Assignment 5</b>                       |  |                        |                     |
|   | <i>See assignment description document for detailed instructions.</i>                      | <b>12</b>              |                     |

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|---|---|------------------------|---------------------|
| <b>Project 6: Scrolling Background</b>    |   |                        | <b>13</b>           |
| <b>Lab 1: Add the Character</b>           |   |                        |                     |
|   | <i>Import the walking character into the project.</i>                               |                        |                     |
|   | <i>Resize and position the character.</i>   |                        |                     |
|   | <i>Show and hide the grid.</i>  |                        |                     |
|   | <i>Add guide lines around the Stage.</i>  |                        |                     |
| <b>Lab 2: Make the Sky and Land</b>       |   |                        |                     |
|   | <i>Use the Rectangle Tool to create the sky.</i>                                    |                        |                     |
|   | <i>Convert the sky to a symbol, and lock the layer.</i>                             |                        |                     |
|   | <i>Use the Rectangle Tool to create the land.</i>                                   |                        |                     |
|   | <i>Convert the land to a symbol, and lock the layer.</i>                            |                        |                     |
| <b>Lab 3: Make the Background</b>         |   |                        |                     |
|   | <i>Draw background objects off in the distance.</i>                                 |                        |                     |
|   | <i>Create a hidden rectangle so the background will be the correct width</i>        |                        |                     |
|   | <i>Position the Background layer between the Sky and Land layers</i>                |                        |                     |
| <b>Lab 4: Tile the Background</b>         |   |                        |                     |
|   | <i>Add a second instance of the Background symbol.</i>                              |                        |                     |
|   | <i>Align the second instance of the Background symbol with the first one</i>        |                        |                     |
|   | <i>Convert the two instances into a tiled symbol.</i>                               |                        |                     |
|   | <i>Convert the tiled symbol to a motion symbol.</i>                                 |                        |                     |
| <b>Lab 5: Scroll the Background</b>       |   |                        |                     |
|   | <i>Open the motion symbol and create a motion tween.</i>                            |                        |                     |
|   | <i>Scroll the Background_Tile symbol across the Stage.</i>                          |                        |                     |
|   | <i>Change the speed of the scrolling.</i>   |                        |                     |
|   | <i>Trim the Timeline so the movie loops without pausing.</i>                        |                        |                     |
| <b>Lab 6: Make a Path</b>                 |   |                        |                     |
|   | <i>Create a path with the Rectangle Tool.</i>                                       |                        |                     |
|   | <i>Add details to the path.</i>   |                        |                     |
|   | <i>Convert the path drawing to a symbol.</i>  |                        |                     |
|   | <i>Position the path, and put the character on the path</i>                         |                        |                     |
| <b>Lab 7: Scroll the Path</b>             |   |                        |                     |
|   | <i>Add a second instance of the Path symbol, and align it next to the first one</i> |                        |                     |
|   | <i>Convert the instances to a tiled symbol, and then to a motion symbol.</i>        |                        |                     |
|   | <i>In the motion symbol, create a motion tween and scroll the tiled symbol</i>      |                        |                     |
|   | <i>Change the speed of the scrolling.</i>   |                        |                     |
|   | <i>Publish the movie as a SWF and HTML file.</i>                                    |                        |                     |
| <b>Quiz Study Guide</b>                   |   |                        |                     |
|   | <i>Review the quiz study guide before taking the quiz.</i>                          |                        |                     |
| <b>Quiz 6</b>                             |   |                        |                     |
|   | <i>Project 6 Quiz.</i>  | <b>5</b>               |                     |
| <b>Assignment 6</b>                       |   |                        |                     |
|   | <i>See assignment description document for detailed instructions.</i>               | <b>12</b>              |                     |
| <b>Final Assignment</b>                   |   |                        | <b>10</b>           |
|   | <i>See assignment description document for detailed instructions.</i>               | <b>8</b>               |                     |
|   |   |                        |                     |
| <b>Total</b>                              |   | <b>100</b>             | <b>90</b>           |