

Course Outline for INTD2213 — Flash

Credits: 3 (2/1/0)

Description: Students will learn how to design and deliver cross-platform, low-bandwidth animations, presentations and Web applications using Flash and Actionscript.

Prerequisites: (None)

Corequisites: (None)

Competencies:

1. Create Flash objects using Flash's drawing tools.
2. Distinguish between standard and object-drawing modes.
3. Create and utilize Flash symbols.
4. Import, edit and compress sound files.
5. Add visual interactivity to button symbols.
6. Use masks.
7. Develop motion paths to animate Flash objects.
8. Utilize static, dynamic and input text.
9. Assign built-in behaviors to symbol instances.
10. Control timing using keyframes.
11. Create animated movie clip symbols.
12. Animate objects using motion tweens and shape tweens.
13. Use ActionScript functions to control movie clip timelines.
14. Create scripts to control object properties.
15. Use event handlers.
16. Script with variables and random numbers.
17. Create arrays.
18. Define loops.
19. Develop scripts to call sounds.
20. Use if condition.
21. Track user actions.
22. Pass values to the parent timeline.
23. Import and utilize video in Flash.
24. Use and customize built-in Flash components.

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Goal Areas: (None)