

Homework Syllabus for Textbook Projects in FLASH CS4 PRO

Note: See page two for more information.

Nov 02 - Nov 06	Chapter 1: Getting Started with Adobe Flash	DUE DATES
<p><i>Read Textbook FLASH CS4 PRO pp. 1.1 – 1.45</i></p>	<p>You will continue to work on your Personal Project Web site using it as you see fit to display your new talents with Flash Pro. Start thinking about what kind of Personal Project "Splash" page you will build for the Final Project Exam coming in a few weeks.</p> <ol style="list-style-type: none"> Lesson 2: demoMovie.html starts pg. FLA 1-15 10pts. Lesson 3: tween.html starts pg. FLA 1-22 10pts. Lesson 4: layers.html starts pg. FLA 1-33 10pts. Skills Review: skillsDemo1.html starts pg. FLA 1-46 20pts. Project Builder 1: demonstration.html starts pg. FLA 1-48 20pts. Project Builder 2: recycle.html starts pg. FLA 1-49 20pts. 	<p>uploaded by: Nov 08, 2009</p>
Nov 09 - Nov 13	Chapter 2: Drawing Objects in Adobe Flash	DUE DATE
<p><i>Read Textbook FLASH CS4 PRO pp. 2.1 – 2.43</i></p> <p>Lecture Night 11/11—6 to 9</p>	<ol style="list-style-type: none"> Lesson 1: tools.html starts pg. FLA 2-08 10pts. Lesson 5: layers2.html starts pg. FLA 2-38 10pts. Skills Review: skillsDemo2.html starts pg. FLA 2-44 10pts. Project Builder 1: ultimateTours2.html starts pg FLA 2-46 20pts. Project Builder 2: thejazzclub2.html starts pg. FLA 1-47 20pts. Portfolio Project: portfolio2.html starts pg. FLA 2-49 30pts. 	<p>uploaded by: Nov 15, 2009</p>
Nov 16 - Nov 20	Chapter 3: Working with Symbols and Interactivity	DUE DATE
<p><i>Read Textbook FLASH CS4 PRO pp. 3.1 – 3.33</i></p>	<ol style="list-style-type: none"> Lesson 1: coolCar.html starts pg. FLA 3-06 10pts. Lesson 2: carRace.html starts pg. FLA 3-12 10pts. Lesson 5: sailing.html starts pg. FLA 3-32 10pts. Skills Review: skillsDemo3.html starts pg. FLA 3-34 20pts. Project Builder 1: ultimateTours3.html starts pg FLA 3-36 20pts. Project Builder 2: isa3.html starts pg. FLA 3-38 20pts. Portfolio Project: portfolio3.html starts pg. FLA 3-41 30pts. 	<p>uploaded by: Nov 22, 2009</p>
Nov 23 - Nov 25	Chapter 4: Creating Animations	DUE DATE
<p><i>Read Textbook FLASH CS4 PRO pp. 4.1 – 4.49</i></p> <p>Lecture Night 11/25—6 to 9</p>	<ol style="list-style-type: none"> Lesson 1.1: motionTw.html starts pg. FLA 4-07 10pts. Lesson 1.2: tweenEdits.html starts pg. FLA 4-14 10pts. Lesson 2: cTween.html starts pg. FLA 4-22 10pts. Lesson 3.1: frameAn.html pg. FLA 4-26 10pts. Lesson 3.2: frameM.html starts pg. FLA 4-28 10pts. Lesson 4.1: antiqueCar.html starts pg. FLA 4-32 10pts. Lesson 4.2: morphCar.html starts pg. FLA 4-33 10pts. Lesson 4.3: shapeHints.html starts pg. FLA 4-35 10pts. Lesson 5: mClip.html starts pg. FLA 4-38 10pts. Lesson 6: textAn.html starts pg. FLA 4-44 10pts. Skills Review: skillsDemo4.html starts pg. FLA 4-50 20pts. Project Bldr. 1: ultimateTours 4.html starts pg FLA 4-53 20pts. Project Builder 2: jumper4.html starts pg. FLA 4-55 20pts. Portfolio Project: portfolio4.html starts pg. FLA 4-57 30pts. 	<p>uploaded by: Nov 29, 2009</p>

Nov 30 - Dec 04	Chapter 5: Creating Special Effects	DUE DATE
<i>Read Textbook FLASH CS4 PRO pp. 5.1 – 5.37</i>	<ol style="list-style-type: none"> Lesson 1: classicCC.html starts pg. FLA 5-06 10pts. Lesson 2: rallySnd.html starts pg. FLA 5-10 10pts. Lesson 3: fireworks.html starts pg. FLA 5-14 10pts. Lesson 4: navBar.html starts pg. FLA 5-20 10pts. Lesson 5.1: kicker.html starts pg. FLA 5-29 10pts. Lesson 5.2: kicker-mc.html starts pg. FLA 5-31 10pts. Lesson 5.3 kickerRT.html starts pg. FLA 5-33 10pts. Lesson 6: puzzle.html starts pg. FLA 5-36 10pts. Skills Review: skillsDemo5.html starts pg. FLA 5-38 20pts. Project Bldr. 1: ultimateTours5.html starts pg. FLA 5-41 20pts. Project Builder 2: zodiac5-mc.html starts pg. FLA 5-43 20pts. Portfolio Project: portfolio5.html starts pg. FLA 5-45 30pts. 	uploaded by: Dec 06, 2009
Dec 07 - Dec 11	Chapter 1: Integrating Adobe CS4 Web Standard	DUE DATE
<i>Read Textbook CS4 Web Stand. pp. 1.1 – 1.24</i>	<ol style="list-style-type: none"> Lesson 1: canyonScenes.html starts pg. WCS 1-06 10pts. Lesson 2: AZScenes.html starts pg. WCS 1-14 10pts. Lesson3: NorthernAZ.html starts pg. WCS 1-21 10pts. Skills Review: food-home.html starts pg. WCS 1-25 20pts. PB 1: ULTours_homeRev.html starts pg. WCS 1-27 20pts. PB 2: crab_Anim.html starts pg. WCS 1-29 20pts. Port. Proj: portfoliohomeRev.html starts pg WCS 1-31 30pts. 	uploaded by: Dec 13, 2009
Lecture Night 12/9—6 to 9pm		
Dec 14 - Dec 18	FINAL WEEK	

NOTE: PLEASE READ AND PAY ATTENTION TO THESE DETAILS.

All textbook Project files must be completed on time for grading, these are firm dates. The exercises are not advanced projects, but geared to the beginner in Flash programming; a careful reading of the chapter and doing the chapter lessons not only gives you credit points but knowledge too! Picking Sunday night at 7:00pm to do a week's worth of exercises won't cut it!

The **Prof. AI Exercises** found in Moodle are my original exercises updated to the CS3 and/or CS4 version of Flash CS4 Pro, and most can be accomplished in prior versions of the software. For these exercises, the more you do the more you learn how to do. **Note:** These Prof AI exercises need to be turned in before the last week of the class. **I would prefer** that you turn them in as soon as you do them; I will strive to grade them in a timely manner. These exercises will add to your final score in this class, so don't ignore them completely.

No credit is given for exercises that do not work. (Follow the steps carefully, if you don't do this the exercise will probably NOT WORK. Check off steps as completed to avoid this problem.

No credit is given for turning-in **FLA** files or **SWF** files by themselves; points might be deducted for repeated offenses.

All work must be presented on a **regular Web page** so that it is accessible to all. You will be instructed on how to do this during this part of the semester.

As always, the more you do, the more you learn! I've designed a pretty comprehensive set of Flash exercises for the beginner in CIS127 all with complete instructions to follow carefully.