

ART 348 Z: ANIMATION FOR THE WEB  
2005-2006 SPRING TERM

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Objective

To provide students with the knowledge and ability to use Macromedia Flash MX 2004 in developing motion graphics and interactive websites.

We will review and expand your skills in 4 major design applications; Macromedia Flash MX 2004, Adobe Photoshop, Adobe Illustrator, and Adobe ImageReady. We will also review Macromedia Dreamweaver for the publishing of Flash work.

Skills you should develop from this class

- An understanding of basic motion technologies and motion design strategies
- The ability to prepare design work and animation to be published on the web
- The development of logical, creative and functional storyboards
- Basic Actionscript fundamentals
- Work flow techniques

Grading

40% - Projects  
20% - Class Participation  
20% - Quizzes  
20% - Final Project

Dedication and growth determines your success in this course.

Class Structure

Absences:

Each student receives 1 unexcused absence (freebie!) per semester. Additional unexcused absences will result in a class participation grade loss of 10%.

Excused absences must be brought to our attention before class. Our personal phone numbers and emails have been provided, so please use them. Missing class due to illness requires a note from the Health Center.

Talk to Us:

You may make an appointment with us for any available time that we may have. We will make every effort to meet with you at your convenience.

Project Submission Guidelines:

All projects are due at the end of class (9:30pm) on the due date provided. Clients employ and depend on designers who are not only skilled, talented, flexible and good communicators, but who are reliable. All submissions should reflect the students' best efforts and show clear understanding and execution of skills. Project grades will be lowered 5 points for each day they are turned in late. On time is on time. Late is late.

### Class Schedule

The pace and class schedule of the class will be determined by the professors. Our goal for the class is to cover all of the skills mentioned above in this document. We will cover the class schedules more in depth as the course and your skills progress. If at any time you have questions regarding class schedule or materials to be covered, please come see us.

### Books

REQUIRED: Flash MX 2004 Hands-On Training with Exercise and Demo Movies  
CD