Interface Programming 2
Week 10
## CALENDAR

<table>
<thead>
<tr>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
<th>Week 4</th>
<th>Week 5</th>
<th>Week 6</th>
<th>Week 7</th>
<th>Week 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lesson: Intro to Actionscript; Tips; how to build a simple flash site using the timeline</td>
<td>HW – Simple Flash Site;</td>
<td>HW – Controlling Movie Clips;</td>
<td>HW – Moving Movie Clips w/ Buttons;</td>
<td>HiW – Moving Movie Clips w/ Math;</td>
<td>HiW – Flash site to date.</td>
<td>HiW: Flash site to date.</td>
<td>HiW: Flash site to date.</td>
</tr>
<tr>
<td></td>
<td>Lesson: Actionscript Tips; movie clips.</td>
<td>Lesson: Actionscript Tips; movie clips.</td>
<td>Lesson: Actionscript Tips; movie clips.</td>
<td>Lesson: Actionscript Tips; movie clips.</td>
<td>Lesson – Flash Site using the timeline</td>
<td>Lesson – Flash Site w/ nested sub sections; Flash Site w/ advanced transitions</td>
<td>Lesson – Flash Site w/ advanced features (hi-lite state, scrolling text); Flash Site w/ advanced features (moving hi-lite)</td>
</tr>
</tbody>
</table>

| INTRO DAY  | WORK DAY | WORK DAY | WORK DAY | WORK DAY | WORK DAY | WORK DAY | WORK DAY |

<table>
<thead>
<tr>
<th>Week 9</th>
<th>Week 10</th>
<th>Week 11</th>
<th>Week 12</th>
<th>Week 13</th>
<th>Week 14</th>
<th>Week 15</th>
<th>Week 16</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.21</td>
<td>10.28</td>
<td>11.4</td>
<td>11.11</td>
<td>11.18</td>
<td>11.25</td>
<td>12.2</td>
<td>12.9</td>
</tr>
<tr>
<td>HW: Flash site to date.</td>
<td>NO CLASS - CHRIS ON MAINLAND;</td>
<td>OPTIONAL CLASS - ELECTION DAY; HW – final designs due.</td>
<td>OPTIONAL CLASS - VETERAN’S DAY; HW - 1st draft of site due.</td>
<td>HW - 2nd draft of site due.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lesson: Loading &amp; unloading external files (jogs, swfs); Publishing (swf object)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| WORK DAY   | WORK DAY | ONLINE CRITIQUE | WORK DAY | WORK DAY | WORK DAY | WORK DAY | CRITIQUE |
AGENDA

• This week we will:
  • Work on the designs for the final project
  • Learn how to create a scrolling navigation
  • Learn how to create custom movie clip buttons
LESSON

• By now you should have already chosen your client and have a 1st round of designs done. Post your designs to the www2 server for feedback.
• While experimenting with your designs/mockups, take the time this week to research and sketch out the specific interface features of your site. How will the navigation work? Will there be any special rollover effects? Scrolling effects? How will the user transition from page to page within the site?
• Create several test files in Flash. This is crucial for those who will be attempting to create an "experimental" navigation or transition system.
ASSIGNMENT

• Post your FINAL Flash site designs to the www2 server for feedback.

Due: Week 11
FINAL ASSIGNMENT

• Art 257+258 Flash Web Site
  • Assignment:
    • Create an advanced Flash web site. You can choose any site/client/idea that you want, however: your site must warrant the use of Flash versus HTML. In other words, if you ask yourself, “should this be an HTML site instead?” and the answer is “Yes” – then you should consider another idea. NOTE: You can NOT do your own Flash portfolio site. Your final site should include:
      • A custom preloader
      • An animated intro
      • Multiple pages/sections (minimum of 3)
      • Transitions between pages/sections
      • SWFObject and CSS for placing/publishing your flash into HTML

Due: Week 16
FINAL ASSIGNMENT

• Art 257+258 Flash Web Site
  • Format: Flash inside of an HTML page.
    • Use a combination of Flash, SWFobject, HTML, and CSS to design your site as it will appear in the browser.
    • Post a link to your final site from both your Art 257 AND Art 258 class web pages!!

Due: Week 16