Interface Programming 2
Week 11
# CALENDAR

<table>
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<th>Week 1</th>
<th>Week 2</th>
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<th>Week 7</th>
<th>Week 8</th>
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<tbody>
<tr>
<td><strong>Lesson:</strong> Intro to Actionscript; Tips; how to build a simple flash site using the timeline</td>
<td><strong>HW:</strong> Simple Flash Site;</td>
<td><strong>HW:</strong> Controlling Movie Clips;</td>
<td><strong>HW:</strong> Moving Movie Clips w/ Buttons;</td>
<td><strong>HW:</strong> Moving Movie Clips w/ Math;</td>
<td><strong>HW:</strong> Flash site to date.</td>
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<td><strong>HW:</strong> Simple Flash Site;</td>
<td><strong>Lesson:</strong> Actionscript Tips; movie clips.</td>
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<td><strong>Lesson:</strong> Flash Site using the timeline</td>
<td><strong>Lesson:</strong> Flash Site w/ nested sub sections; Flash Site w/ advanced transitions</td>
<td><strong>Lesson:</strong> Flash Site w/ advanced features (hi-lite state, scrolling text); Flash Site w/ advanced features (moving hi-lite)</td>
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<td><strong>INTRO DAY</strong></td>
<td><strong>WORK DAY</strong></td>
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<th>Week 9</th>
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<th>Week11</th>
<th>Week 12</th>
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<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>
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<tr>
<td><strong>HW:</strong> Flash site to date.</td>
<td><strong>NO CLASS - CHRIS ON MAINLAND;</strong></td>
<td><strong>OPTIONAL CLASS - ELECTION DAY; HW - final designs due.</strong></td>
<td><strong>OPTIONAL CLASS - VETERAN'S DAY; HW - 1st draft of site due.</strong></td>
<td><strong>HW - 2nd draft of site due.</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>FINAL – flash website</strong></td>
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<tr>
<td><strong>Lesson:</strong> Loading &amp; unloading external files (jogs, swfs); Publishing (swf object)</td>
<td><strong>WORK DAY</strong></td>
<td><strong>ONLINE CRITIQUE</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>WORK DAY</strong></td>
<td><strong>CRITIQUE</strong></td>
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AGENDA

• Online Formal Critique of your designs
  • EVERYONE must provide critique feedback via Laulima in the appropriate discussion section. One comment for each person's designs (that means that each person should be writing 15 comments, one comment for each of your classmates).

• This week we will:
  • Learn how to load and unload external files in Flash
    • Jpegs
    • Swfs
LESSON

• Use the feedback from the critique to make the necessary design changes to improve your site.
• If you haven't done so already, be sure to answer the following questions:
  • How will the navigation work? Will there be any special rollover effects? Special scrolling effects?
  • How will the user transition from page to page within the site?
• Continue to create test files in Flash. This is crucial for those who will be attempting to create an "experimental" navigation or transition system.
ASSIGNMENT

• A working 1st round draft of your Flash site is due next week.
  • Post it on your class web page.

Due: Week 12
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