## 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>Intro Day</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
</tr>
<tr>
<td>Lesson: Intro to ActionScript; Tips; how to build a simple Flash site using the timeline</td>
<td>HW – Simple Flash Site; ActionScript Tips; movie clips</td>
<td>HW – Controlling Movie Clips; ActionScript Tips; movie clips</td>
<td>HW – Moving Movie Clips w/ Buttons; ActionScript Tips; movie clips</td>
<td>HiW – Moving Movie Clips w/ Math; ActionScript Tips; movie clips</td>
<td>HW: Flash site to date.</td>
<td>HW: Flash site to date.</td>
<td>HW: Flash site to date.</td>
</tr>
</tbody>
</table>

<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>WORK DAY</td>
<td>WORK DAY</td>
<td>ONLINE CRITIQUE</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>CRITIQUE</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>FINAL – flash website</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>
AGENDA

• This week we will:
  • Use SWFObject to publish our flash site
  • Learn how to create advanced transitions using movie clips
MIDTERM ASSIGNMENT

- Weekly Assignments & Flash Web Site
  - assignment: Use ActionScript to create a flash web site with advanced functionality. A basic design will be provided for you, which you can change to your liking. New features will be introduced on a weekly basis. Features must include: a custom preloader, a flash intro, advanced scene transitions, and publishing via HTML using SWFObject.

- purpose/objective: To learn how to incorporate motion graphics into a user-based interactive interface.

- format: 30 frames per second
  - Flash site displayed via .html
  - Post a link to your site off your class web page.

Due: Week 9
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