# 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 Flash; tweening</td>
<td>HW - black square 10 sec. animation is due. Lesson: Flash tips; Motion guides. Adding sound the easy way</td>
<td>Lesson: Flash tips</td>
<td>Lesson: Flash tips</td>
<td>HW – Type in Motion is due. Lesson: Flash tips</td>
<td>Lesson: Flash tips</td>
<td>Lesson: Flash tips</td>
<td>HW – midterm 1st draft is due. Lesson: Flash tips</td>
</tr>
<tr>
<td>INTRO DAY</td>
<td>CRITIQUE</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>CRITIQUE</td>
<td>WORK DAY</td>
<td>WORK DAY</td>
<td>WORK DAY</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>CRITIQUE</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>
</tbody>
</table>
AGENDA

• Introduction to the course
  • In this class we will use Flash to learn how to animate.
  • During the 1st half of the semester we will work on small animation projects.
  • During the 2nd half of the semester we will create a Flash web site. This project will be the same final project as the Interface Programming final project.
EXAMPLE

- **INSTRUCTOART**
  - Matthew Vescovo - "Master of the Obvious”
    - [http://www.instructoart.com](http://www.instructoart.com)

- **Online examples:**
  - [http://www.boardsmag.com/articles/online/20030827/mtv.html](http://www.boardsmag.com/articles/online/20030827/mtv.html)

- **Hornet Inc.**
  - [http://www.hornetinc.com](http://www.hornetinc.com)
EXAMPLE

- Kleeman and Mike
  - Randall Christopher (writer/director) and Hugo Giraud (animator)
  - [www.kleemanandmike.com/](http://www.kleemanandmike.com/)
EXAMPLE

- Previous year’s black square animations
LESSON

• What is motion graphic design?

• What does the term multimedia mean?
  • Image + Text + Sound + Time
LESSON

- Introduction to the Flash interface
- Working with the timeline
- Flash drawing tools
- Animation basics
  - Shape tweening
  - Motion tweening
LESSON

• Next class I will check to see that all student web sites are up and running.
• Lessons:
  • quick flash lesson: squash, stretch, and easing (slow in and out)
• Next steps:
  • work on the black square problem in class
    • work on sketches first (rough storyboards)
    • work digitally in Flash
ASSIGNMENT

Due : Week 1

1. Create a class web site for yourself to post all assignments
   • The url should be http://www2.hawaii.edu/~yourname/art257/index.html
ASSIGNMENT

Due: Week 1

2. 10 second “black square problem”* flash animation
   • purpose/objective: To solve a time-based design problem using simple geographic shapes in order to communicate a thematic visual message.
   • assignment: Using only black squares create a 10 second flash animation that conveys one of the following themes: order, increase, bold, congested, tension, or playful. Pick one and animate it using only black squares.
   • format: 640x480, 30 frames per second
     • flash .swf
     • post this swf on your class web site and provide a link for us to view it off of your main class web page.

4. Reading:
   • John Lasseter’s 1987 SIGGRAPH paper*assignment adapted from Visual Literacy: A Conceptual Approach to Graphic Problem Solving by Judith Wilde, Richard Wilde
HOW TO BEGIN YOUR ASSIGNMENT

• Sketch first! Storyboards!
• Setting up your document (size & fps)
  • dimensions: 640 x 480
  • frame rate: 30fps
• try making a universal graphic (a black square) in the library
• try nesting graphics and animations
• use multiple layers
• try using both motion tweens and shape tweens