



Level 5 Diploma in eCommerce & Web Design (901)
176 Credits



Unit: Flash	Total Qualification Time: 220
Exam Paper No.: 6	Number of Credits: 22
Prerequisites: Familiarity with the Web and its terminology.	Corequisites: A pass or higher in Diploma in Information Technology or equivalence
Aim: Adobe Flash is the standard for web animation and multimedia; hence the purpose of this unit is to enlighten learners on using this powerful technology to add interest and functionality. Flash is a multitasking application: an illustration program, an image and sound editor, a graphics animation program, and a scripting engine. Learners will work with the Flash framework and interface to produce Flash graphics and movies to add spice to web pages. Other topics are buttons, sound clips, ActionScript basics, integration of Flash with other applications, and web publishing.	
Required Materials: Recommended Learning Resources.	Supplementary Materials: Lecture notes and tutor extra reading recommendations.
Special Requirements: This is a hands-on course, hence use of computers is mandatory.	
Intended Learning Outcomes: 1 The flash interface and creating simple shapes, solid and gradient fills. 2 The basic concepts needed to create animation in flash movies, gain an understanding of what animation is; the difference between speed and the length of animation. 3 The importance of interactivity, symbols, creating buttons that will respond to mouse cursor actions and adding sound to a flash movie.	Assessment Criteria: 1.1 Explain how to draw and modify text 1.2 Demonstrate how to draw and modify shapes 1.3 Describe texture fills and transparency 1.4 Demonstrate how to import graphics 1.5 Define the role of Flash on the Web 1.6 Define vector graphics and other attributes of Flash 1.7 Define how to change the view and work area 1.8 Demonstrate how to set preferences. 2.1 Demonstrate using the timeline and frames 2.2 Define movement tweening 2.3 Implement shape tweening 2.4 Define fading 2.5 Demonstrate how to add and manipulate frames and keyframes 2.6 Define how to create and edit symbols 2.7 Describe how to construct the different types of animation 2.8 Describe how to use animation for non-motion effects 2.9 Define the utilisation of onion skinning, guide layers, and masks 2.10 Define how to manage symbols and other assets in the library 2.11 Define the interface elements that flash editor contains which help create and control animation 3.1 Demonstrate how to create buttons 3.2 Describe button actions 3.3 Define sound effects 3.4 Demonstrate how to add and test a simple frame action 3.5 Describe how to apply the Tell Target

		action to control movie clips
4	The process of publishing a flash site; embedding SWF in a Web Animation and publishing Adobe Flash Content to HTML.	4.1 Explain production issues 4.2 Describe optimisation issues 4.3 Discuss publishing options 4.4 Define pre-loading and plug-in detection 4.5 Describe web-server issues
5	Advanced graphic techniques, including modification of basic shapes; intersections and creating a splash screen.	5.1 Describe reshaping 5.2 Demonstrate how to create an animated splash screen 5.3 Demonstrate how to build a flash-based menu system 5.4 Describe how to design forms in flash
6	Advanced animation; understand the power and importance of using animation.	6.1 Demonstrate how to animate symbols 6.2 Define flash opening sequence 6.3 Describe how to implement background music
7	Implementing advanced effects exploring movies and interaction; importing swf files into a "containing" Flash movie and the ability for the "containing movie" to interact with the imported swf.	7.1 Demonstrate how to create animated buttons 7.2 Demonstrate how to make a transition 7.3 Demonstrate how to open movies in other browser windows 7.4 Demonstrate how to create comment forms and interactive movies.

Methods of Evaluation: A 2½-hour written examination paper with five essay questions, each carrying 20 marks. Candidates are required to answer all questions. Candidates also undertake project/coursework in Flash with a weighting of 100%.

Recommended Learning Resources: Flash

Text Books	<ul style="list-style-type: none"> • Macromedia Flash Professional Hands-On Training by James Gonzalez. ISBN-10: 0321293886 • Macromedia Flash Hands-On Training by Rosanna Yeung. ISBN-10: 0321202988 • How to Do Everything with Macromedia Flash (How to Do Everything) by Bonnie Blake and Doug Sahlin. ISBN-10: 0072262451
Study Manuals 	BCE produced study packs
CD ROM 	Power-point slides
Software 	Macromedia Flash