

## week 1 handout

### Topics

#### 1. Course Introduction

- Syllabus; Student survey

#### 2. Introducing Flash

- What is Flash, and what is it used for?; A brief history of Flash; Key terms and concepts

#### 3. Tour of the Authoring Environment

- Customizing the workspace; Overview of the Flash workspace panels

#### 4. Drawing in Flash

- Drawing tools; Color; Text; Layers; Properties panel

#### 5. Symbols and the Library

- What is a symbol?; Creating instances of a symbol; Modifying symbol instances

### Reading

Chapters 1 - 7 in *Flash CS4 Professional: Visual Quick Start Guide*

### Homework

#### Draw Vehicle and Scene For Animation

1. Create a vehicle with at least 2 wheels using the drawing tools. Each of the wheels should be an instance of the same Symbol in the Library. If you need to review creating and using a Symbol, re-read chapter 7 in the book.
2. Draw some terrain for the vehicle to drive over. The terrain should be a side / elevation view ( think side-scrolling platform game, like Super Mario Bros ) and could show some hills, a ravine, a jump and/or anything you'd like. Also, draw a background behind the terrain ( sky, buildings, mountains, kittens ... again, anything you'd like ).

#### Tips:

- Create your vehicle, terrain, and background each on a separate layer.
- If you're not used to the drawing tools, you will get frustrated. Keep at it and you will get the hang of it!

#### Final Product:

You will end up with a FLA file with 3 layers. The bottom layer is some sort of background. The middle layer is a side view of some sort of terrain. The top layer is a vehicle. In your Library panel, you have one MovieClip symbol of a wheel. On your vehicle on the stage, you have multiple instances of that very wheel symbol.

Save your FLA to a USB drive ( or email it to yourself ) to show and animate next week.