

This document tracks the time I spent to learn the Online Course "**Web Animation with Flash**", course number **A231.51** taken at <http://www.eclasses.org/> from reading the text book, reading and documenting online lectures, reading online resources, software installations, programming and debugging.

These online classes are primarily conducted via the web board interface - called Web Crossing. You can take a Virtual Tour of an Online Classroom at <http://www.eclasses.org/Demo/>
(note: the ".51" in A231.51 refers to the number of times the course has been given).

Total number of hours I spent on Web Animation with Flash (details below) = 123.25 hrs

*******Course Description*******

Web Animation with Flash - course number A231.51

Start Date: 9-June-2008; **Duration:** 8 weeks; **CEUs:** 4.0; **Accredited Units:** 2.0; **Course Number:** A231.51; **Instructor:** Stephane Richer; **Co-Instructor:** Damien Hatcher

How eClasses Work

The classroom environment is based on Lundeen & Associates Web Crossing technology, a threaded messaging system. Instructors post lectures, reading selections, and hands-on assignments once a week in the online classroom. Students can discuss the assignments with the instructor and amongst themselves in the classroom area. **This format has no set meeting time**, which allows students to attend class at a time most convenient to them, yet still provides logically organized communication between class participants. Students can apply for the completion certificate after finishing the class. Web Study certificate is also available. Click on the Certificates link on the top navigation bar for more information.

About eClasses.Org - Affordable Web Technology Learning

Since 1998 eClasses.Org has provided the very best in online training to 45,000 Web developers and other professionals. It offers a catalog of 40 online courses covering the breadth of Web work, from HTML to Flash; from CSS to XML. All classes are taught by fellow experts and working professionals in the field.

- Online, instructor-led web technology classes
- Affordable and flexible learning solution
- 4 Web certificate programs

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Course Outline: Web Animation with Flash (Introductory)

With the help of Katherine Ulrich's book, lectures, assignments and tutorial videos, we will be covering techniques to create what is most enjoyed throughout the web: FLASH animated web sites. This class sheds a needed light into the complex world

of web animation. Don't know what Flash is? Visit <http://www.macromedia.com/software/flash/> and rush back here to get into what is considered to be the most important revolution in web design.

Outline

Week 1: Flash Basics

- Find your way around the flash environment.
- Understand the Timeline
- Use rulers, grids and guides
- Be able to change your document properties
- Use the Property panel (inspector)
- Use the zoom tool
- Be able to draw simple graphics
- Be able to work and create colors
- Know how to change fill and stroke attributes

Week 2: Modifying Simple and Complex Graphics

- Be writing with the text tool
- Modify text and paragraph attributes
- Be able to make detailed graphical selections
- Be able to modify simple graphics (flipping, rotating, skewing, distorting)
- Create more complex graphics on a single layer
- Create transparent objects
- Understand grouping
- Know how to change the stacking order of objects
- Be using the align tool
- Know how to combine objects together

Week 3: Graphics on Multiple Layers and non Flash Graphics

- Create graphics on multiple layers
- Understand and organize layers
- Work with different types of layers (Guide, normal, Mask)
- Create layer folders
- Change layer properties
- Distribute graphics to layers

- Know how to import non-Flash graphics
- Know what formats you can import in Flash
- Be able to turn raster graphics into vector graphics

Week 4: Symbols and Basic Animation

- Understand the Library panel
- Understand why symbols are so important
- Create, modify and use symbols
- Know how to change one symbol into another
- Be duplicating symbols easily
- Create basic frame-by-frame animations
- Know the difference between frames and keyframes
- Know how to create/add/remove frames or keyframes
- Be able to preview your animations
- Understand and use Onion Skinning
- Be able to edit multiple frames
- Understand the notion of speed or Frame Rate in Flash
- Vary the speed of your animations

Week 5: Motion and Shape Tweening

- Be able to animate with motion tweening
- Move, rotate, scale and create color effects for your graphics
- Move objects along a path you define
- Morph shapes into other shapes
- Create shapes that move as they change

Week 6: More Complex Animations

- Understand how to create scenes
- Animate multiple tweens
- Reverse frames
- Use movie clip symbols
- Create animated masks
- Be able to create more complex animations

Week 7: Basic Actions and Introduction to Buttons

- Understand the Actions panel

- Understand some of the basics and possibilities of actionscripting
- Add actions to frames
- Assign frame labels and comments
- Create named anchors
- Control movie playback
- Create basic buttons
- Assign actions to your buttons

Week 8: Wrap up

- Be able to deliver movies to your audience
- Control movie placement in your browser
- Create HTML pages to play your Flash files
- Work with flash player settings
- Be able to export your movie in formats other than Flash
- Be able to create standalone .exe Flash Projectors
- Understand how to print from Flash

Prerequisites

- None, but basic understanding and familiarity of html and the web is helpful.

Requirements

- Flash CS3, Flash 8, or Flash MX 2004. Flash works on both the Macintosh and Windows platforms.
- Webspace: Each week you will have to upload your assignments to the internet so that your teacher may view them. This means you all must have some storage space on the internet. This storage space must be configured (MIME-Type) to handle Shockwave Flash files (.swf) and native Flash files (.fla). You can get free web space from various places.

Books

Student needs to have one of the required books equivalent to the software version:

Required Book: [Flash CS3 Professional for Windows and Macintosh](#) [by Katherine Ulrich, Paperback, 592 pages, ISBN: 0321502914, **Publisher:** Peachpit Pr, **Pub.Date:** June, 2007

Required Book: [Macromedia Flash 8 for Windows and Macintosh](#)]

Required Book: [Macromedia Flash MX 2004 for Windows and Macintosh](#)

Additional Information:

This online course is limited to 60 participants. Your place in the course is confirmed by your payment. Introductory courses are intended for students with no experience in the subject matter and are seeking beginner level training.

Refund Policy: Please read our "[Terms and Refund Policy](#)" before registering for this course.

Additional Cost: Book and software might be required for the course. Read the Requirements and Book section for more information. Course fee does not include the book and software cost .

Start Date: Click on the Register Now button to proceed to the registration page. You will see the start date of the class on that page. To get the start date of other courses, click on Open Classes link on the top navigation bar.

How eClasses Work:The classroom environment is based on Lundeen & Associates Web Crossing technology, a threaded messaging system. Instructors post lectures, reading selections, and hands-on assignments once a week in the online classroom. Students can discuss the assignments with the instructor and amongst themselves in the classroom area. **This format has no set meeting time**, which allows students to attend class at a time most convenient to them, yet still provides logically organized communication between class participants. Students can apply for the completion certificate after finishing the class. Web Study certificate is also available. Click on the Certificates link on the top navigation bar for more information.

Instructor: Stephane Richer

Stephane Richer is the president of a print and web design company called Noise Communications based in Montreal. Stephane comes from the print design world where he evolved during the 1980's. In the 90's he turned to digital presentations and web design. After years of focusing on HTML/DHTML/CSS designs, Stephane switched to Macromedia's Flash when it was in its 3rd version. He now considers Flash to be one of the most important design tools for creating stunning designs for the web. He has been teaching Flash at our organization since January 2000. In 2001, he started teaching Fireworks and Director classes as well.

Co-Instructor: Damien Hatcher

Damien Hatcher is a web designer who uses primarily flash at noise communication, based in Montreal. He has a B.A in English Literature and has been teaching at our organization since January 2000. Do not hesitate to contact him if you have any questions regarding the flash courses.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

How eClasses Work

About the Classroom

The classroom environment is based on Web Crossing technology, a threaded messaging system (message board). Instructors post lectures, reading assignment, and hands-on assignment once a week. Classes start on a certain date but this format has no set meeting time, which allows students to attend class at a time most convenient to them. Students only need to complete the assignment within one week and continue with another assignment in the following week.

The main benefit of our classes is the interaction among you, your instructor and other students in classroom (online message board). Students can post comments or questions to the instructor or other students, share ideas, communicate about your learning experience, or discuss topics of the course with other interested students.

How to Access Your Classroom

After you register for a class, you will get a receipt email and an instructional email. Simply follow the instructions to add yourself to the classroom (or grant yourself access to the classroom). After that, you can access your classroom at <http://interact.eclasses.org/cgi-bin/WebX?15@@>

How to Use the Classroom

The classroom is organized by folders and discussion. A folder is like a folder or directory on your hard disk. It contains discussions or other sub-folders. Every folder has a title and a heading which describe the folder. On top of each page, there is the path of the current folder, so you can see where you are. If you click on any folder or you will go to that page. Take a look at our [DEMO](#) to see how the classrooms look like.

A discussion has a title and heading that describe its purpose. Discussions are not 'chat-rooms', they are more like organized electronic mail. You can browse a discussion and post a message at any time. To post a message, just scroll down to the message form at the end of each discussion. Fill in the form, and then click on the 'Post Message' button following the form.

Someone else will see your post later, when they are browsing or when they check for new messages. You can always read the whole discussion from beginning to end, so you never have to wonder what people are talking about. Because a discussion may have many of messages posted to it, long discussions are split into smaller pieces. In a long discussion, you'll see buttons at the top and/or bottom that let you go back and forth.

The system automatically keeps track of messages as you view them. When you see a discussion in a folder, the listing includes how many messages are in the discussion, and how many are new messages. There is another way to check for new messages, through your 'Subscription List'. After you subscribe to a discussion or folder, you can later check your subscription list at any time. You'll then be shown the first new message, discussion, or folder that has been added since you last checked.

What are CEUs?

One Continuing Education Unit (CEU) is generally defined as ten contact hours of participation in an organized continuing education experience under responsible sponsorship and qualified instruction. For instructor-led online learning, each course is assigned a number of CEUs for that course which may not relate to the total number of hours an individual takes to complete the course. The number of CEUs awarded is the average number of hours required to complete a course.

Class Schedule

Almost every week, a group of classes is open for registration. A class is open about 1-2 months prior to its start date. Click on the Open Classes link to see the list of classes that are open for registration now. The same class is offered every 2-3 months.

If you are interested in a class but it's not on the Open Classes list, you can click on Class Catalog link and go to the description page for the class. Then click on Register Now button and put in your email address. We will send you an email when the class is open.

Registration Deadline

Effective Jan 1, 2005: The last day to register for a class is the start date of that class.

Student Center

[Student Center](#) is another online system which requires a different password (which students selected when they first register.) Below is the list of what you can do in the Student Center:

- Grant yourself access to your registered courses
- Register for new eClasses
- Get the list of your previous and current courses
- Get your payment history
- Check your final grades
- Apply for class completion certificates
- Apply for Web Study certificates
- Check your Web Study certificate application status
- Retake courses at special prices
- Update your email and mailing address

^^^

Downloaded and Installed 7-Zip freeware from:

<http://www.uberdownloads.com/14573/details-7-zip.html>

7-Zip is a free and open source file archiver designed originally for Microsoft Windows, and later made available to other computer operating systems. It supports .zip, .rar, .gzip, .gz, .iso and more! Comparing to [ZIP file](#) format, RAR provides a number of advanced features: more convenient multipart (multivolume) archives, tight compression including special solid, multimedia and text modes, strong [AES-128](#) encryption, recovery records helping to repair an archive even in case of physical data damage, [Unicode](#) support to process non-English file names and a lot more.

Saturday June 15, 2008

2.25

Book: Flash CS3 Professional by Katherine Ulrich
Introduction; Chapter 1: [pages 1 - 26].

Monday June 16, 2008

7.25

Book: Flash CS3 Professional by Katherine Ulrich
Introduction; Chapter 1: [pages 27 - 42]; Chapter 2: [pages 43 - 50].

Uninstalled, Cleaned Registry and Reinstalled 'Adobe CS3 Web Premium' due to previous installations Issues. The issues are: Adobe Illustartor CS3 and Acrobat Distiller 8 fail to install, Adobe Device Central CS3, plus other issues.

Followed recommendations at:

<http://kb.adobe.com/selfservice/viewContent.do?externalId=kb401401#LogFile>

<http://kb.adobe.com/selfservice/viewContent.do?externalId=kb401574&sliceId=2#Uninstall>

<http://kb.adobe.com/selfservice/viewContent.do?externalId=kb402035&sliceId=1>

But without any Luck, so I am back at square zero. In short, installing Adobe products is a real headache especially on Windows Vista Ultimate 64-bit Operating Systems.

Tuesday June 17, 2008

2.25

Book: Flash CS3 Professional by Katherine Ulrich
Chapter 2: [pages 51 - 66].

Installed FileZilla 3.0.11, free FTP solution. FileZilla is open source software distributed under the terms of the GNU General Public License.

Thursday June 19, 2008

3.75

Book: Flash CS3 Professional by Katherine Ulrich
Chapter 2: [pages 67 - 80].

Read Week1 Online Lectures of Web Animation with Flash class - Drawing tools, colors and shapes - at <http://www.eclasses.org/>

Friday June 20, 2008

3.0

Documented Week2 Online Lectures of Web Animation with Flash class - Modifying simple and complex graphics - at <http://www.eclasses.org/>

Book: Flash CS3 Professional by Katherine Ulrich
Chapter 3: [pages 81 - 94]; Chapter 4: [pages 95 - 105].

Saturday June 21, 2008

2.25

Book: Flash CS3 Professional by Katherine Ulrich
Chapter 4: [pages 106 - 141].

Sunday June 22, 2008

1.0

Book: Flash CS3 Professional by Katherine Ulrich
Chapter 4: [pages 142 - 144]; Chapter 5: [pages 145- 156].

Read Week2 Online Lectures of Web Animation with Flash class - Modifying simple and complex graphics - at <http://www.eclasses.org/>

Monday June 23, 2008	5.0	Finished First Homework for Web Animation with Flash class. Posted it online at: http://bacsoftwareconsulting.com/FlashCourse/apple.swf http://bacsoftwareconsulting.com/FlashCourse/apple fla
Tuesday June 24, 2008	1.0	Documented Week3 Online Lectures of Web Animation with Flash class - Graphics on multiple layers, using external graphics - at http://www.eclasses.org/
Thursday June 26, 2008	2.0	Redo some parts of my First/Second week Homework for Web Animation with Flash class. And re-posted it online.
Saturday June 28, 2008	0.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 6: [pages 157 - 163]
Sunday June 29, 2008	1.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 6: [pages 164 - 180].
Monday June 30, 2008	1.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 14: [pages 423- 442].
Tuesday July 1, 2008	4.0	Read Week3 Online Lectures of Web Animation with Flash class - Graphics on multiple layers, using external graphics - at http://www.eclasses.org/ Working on Second Homework for Web Animation with Flash class. Reference: http://www.wonderhowto.com/software/
Wednesday July 2, 2008	6.5	Finished my Second Homework for Web Animation with Flash class. Posted it online at: http://bacsoftwareconsulting.com/FlashCourse/project2.swf http://bacsoftwareconsulting.com/FlashCourse/project2 fla
Thursday July 3, 2008	2.75	Documented Week4 Online Lectures of Web Animation with Flash class - Symbols, keyframes, frame-by-frame animation - at http://www.eclasses.org/ Book: Flash CS3 Professional by Katherine Ulrich Chapter 7: [pages 181 - 196]. Read Online reference of Symbols, Registration & transformation points at: http://www.smartwebby.com/flash/flash_symbols.asp http://www.free-webmaster-resource.com/tutorials/flash/basics/tutorial006/index.php
Friday July 4, 2008	0.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 7: [pages 197 - 206].
Saturday July 5, 2008	1.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 8: [pages 207 - 220].
Monday July 7, 2008	3.25	Book: Flash CS3 Professional by Katherine Ulrich Chapter 8: [pages 221 - 240].

		Read Week4 Online Lectures of Web Animation with Flash class - Symbols, keyframes, frame-by-frame animation - at http://www.eclasses.org/
Tuesday July 8, 2008	2.0	Documented Week5 Online Lectures of Web Animation with Flash class - Tweening - at http://www.eclasses.org/
Friday July 11, 2008	3.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 9: [pages 241 - 251]. Video Reference: http://www.adobe.com/designcenter/video_workshop/?id=vid0125
Saturday July 12, 2008	3.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 9: [pages 252 - 263].
Sunday July 13, 2008	3.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 9: [pages 264 - 272]; Chapter 10: [pages 273 - 288].
Monday July 14, 2008	0.75	Documented Week6 Online Lectures of Web Animation with Flash class - More Complex Animations - at http://www.eclasses.org/
Tuesday July 15, 2008	8.5	Working on my Third Homework for Web Animation with Flash class.
Wednesday July 16, 2008	2.75	Finished my Third Homework for Web Animation with Flash class. Posted it online at: http://bacsoftwareconsulting.com/FlashCourse/project3.swf http://bacsoftwareconsulting.com/FlashCourse/project3 fla
Sunday July 13, 2008	3.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 9: [pages 264 - 272]; Chapter 10: [pages 273 - 288].
Thursday July 17, 2008	2.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 289 - 300].
Friday July 18, 2008	0.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 301 - 302].
Saturday July 19, 2008	0.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 303 - 304].
Monday July 21, 2008	1.5	Documented Week7 Online Lectures of Web Animation with Flash class - Simple Actions and Buttons - at http://www.eclasses.org/ Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 305 - 306].
Tuesday July 22, 2008	2.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 307 - 326].
Wednesday July 23, 2008	1.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 11: [pages 327 - 334].

Thursday July 24, 2008	3.0	Read Week6 Online Lectures of Web Animation with Flash class - More Complex Animations - at http://www.eclasses.org/ Book: Flash CS3 Professional by Katherine Ulrich Chapter 12: [pages 335 - 340]. Read Online reference for Flash Buttons at: http://www.echoecho.com/flashbuttons.htm
Friday July 25, 2008	2.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 12: [pages 341 - 350].
Saturday July 26, 2008	1.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 12: [pages 351 - 360]; Chapter 13: [pages 361 - 364].
Sunday July 27, 2008	1.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 13: [pages 365 - 371]. Read Week7 Online Lectures of Web Animation with Flash class - Simple Actions and Buttons - at http://www.eclasses.org/ Documented Week8 Online Lectures of Web Animation with Flash class - Publish Features - at http://www.eclasses.org/
Monday July 28, 2008	1.75	Book: Flash CS3 Professional by Katherine Ulrich Chapter 17: [pages 497 - 505]. Read online reference for Accessibility at: http://www.adobe.com/accessibility/
Tuesday July 29, 2008	1.25	Book: Flash CS3 Professional by Katherine Ulrich Chapter 17: [pages 506 - 511]. Read online references at: http://www.eltima.com/products/flashdecompiler/ http://www.sothink.com/product/flashdecompiler/index.htm
Wednesday July 30, 2008	1.5	Book: Flash CS3 Professional by Katherine Ulrich Chapter 17: [pages 512 - 523].
Thursday July 31, 2008	1.0	Book: Flash CS3 Professional by Katherine Ulrich Chapter 17: [pages 524 - 534].
Friday August 1, 2008	2.25	Working on my Fourth and Final Homework for Web Animation with Flash class.
Saturday August 2, 2008	6.0	Working on my Fourth and Final Homework for Web Animation with Flash class.
Sunday August 3, 2008	3.0	Finished my Fourth and Final Homework for Web Animation with Flash class.

Total = 123.25 hrs

***** *End of Web Animation with Flash* *****
