Unit	Topic	Lesson	Lesson Objectives
Flash Animation			
	Course Overview		
		Introduction	
			Describe the goal of the course
			Describe the types of jobs that require animation skills
			List tips for achieving academic success in the course
		Start the Course	
			Identify computer requirements
			Learn how to move through the course
			Switch between windows
		Set Up Your Computer	
			Find files and folders on a computer
			Set up a computer to show the List folder view and file name extensions
			Make a course folder
		Set Up a Browser and Install 7-Zip	
			Set up a Web browser
			Download and install a zip utility
		Download Resources and Zip Assignments	
			Get the course resources
			Zip and unzip files and folders
	Fish Movie		
		Draw a Fish	
			Open and save a Flash CS4 file
			Draw with the Pencil Tool and Line Tool
			Undo mistakes with the Undo command and the Eraser Tool
			Draw the outline of a fish
		Add Color and Details	
			Use the Paint Bucket Tool to fill in the fish with color
			Use hidden tools
			Make an eye and add details to the fish

Unit	Topic	Lesson	Lesson Objectives

Animate the Fish

    Convert a drawing to a movie clip symbol

    Use a motion tween and keyframes in the Timeline to animate the fish

    Bend the motion path for the fish

    Change the speed of the fish

Create a Background

    Create, rename, and arrange layers in the Timeline

    Draw seaweed with the Brush and Ink Bottle Tools

    Create a water background with the Rectangle Tool

    Add a color gradient to the water

Add a Button

    Create a drawing and convert it to a button symbol

    Change the button to look different when the viewer points to or clicks it

    Add and format text

Publish Your Movie

    Publish the movie as a SWF and HTML file

    Test the movie

Airplane Chase

Trace a Plane

    Import a photo into a Flash project

    Resize an object with the Free Transform Tool

    Lock and hide layers

    Trace the photo with the Brush Tool

    Change the outline and fill color of the drawing

Make Another Plane

    Delete layers

    Copy and duplicate a symbol

    Change the color of a symbol

    Import an external library into a Flash project

Unit	Topic	Lesson	Lesson Objectives
		Animate the Planes	
			Open an external library
			Add symbols from an external library
			Resize symbols and change their direction
			Position symbols on the stage
			Create motion tweens to move symbols across the Stage
		Edit a Motion Path	
			Add keyframes
			Create Bezier handles on the motion path's anchor points
			Curve a motion path with Bezier handles and the Subselection Tool
			Orient the symbol to the path
		Draw a Motion Path	
			Draw a motion path with the Pencil Tool
			Cut and paste the motion path
			Position the motion path and orient the symbol to the path
			Change the speed of the animation
		Make a Background	
			Make a sky background with a color gradient
			Add details to the background
			Add a foreground
			Publish the movie as a SWF and HTML file
	Bouncing Ball		
		Make a Ball	
			Make a ball with the Oval Tool
			Add a radial gradient so the ball looks like it's being lit from the side
			Convert the drawing to a movie clip symbol
			Create a motion tween for the ball and bend the motion path
		Squash and Stretch	
			Squash and stretch the ball
			Split a motion tween
			Change the ease

Unit	Topic	Lesson	Lesson Objectives
		Add Another Ball	
			Add a blank keyframe
			Add another Ball symbol and insert a motion tween for it
			Squash and stretch the ball
			Rotate the ball and add a blur filter
		Add Sound	
			Open a sound library
			Add stream and event sound
			Align the sound with the frame where the ball hits the ground
			Loop the sound
			Publish the movie as a SWF and HTML file, and change the sound quality
	Lip Sync		
		Create a Scene	
			Import an external library and position it in the workspace
			Add a background and align it with the Stage
			Lock a layer
		Make a Character	
			Add a Body symbol from the external library
			Add a shirt, eyes, and hair from the external library
			Use the Edit Symbols button to open a symbol for editing
			Customize the character's appearance
		Add a Voice	
			Preview voice WAV files in the external library
			Add a sound file for the voice, and format it as stream sound
			Add more frames to the Timeline for the sound file
			Add a caption with text to the movie
		Add a Mouth	
			Add a rest position mouth to the character
			Use the playhead to find the first frame where the character speaks
			Turn on Onion Skin Outlines

Unit	Topic	Lesson	Lesson Objectives

Sync the Mouth

Preview mouth shapes for the phonemes in the external library

Add mouth shapes for the phonemes on the correct frames

Test the mouth shapes

Fix mouth shapes

Add a Button

Add a play button for the movie

Test the movie

Close the external library

Publish the movie as a SWF and HTML file, and change the sound quality

Walking Character

Create the Body

Save different versions of a Flash project

Create an empty symbol

Add the Ball symbol from an external library

Bounce the Body

Create a motion tween and keyframes for the ball to bounce

Move the ball up and down to bounce

Squash the ball to exaggerate the bounce

Copy and paste frames in the Timeline

Draw the Upper Leg

Draw the upper leg with the Rectangle Tool

Draw joints with the Oval Tool

Position the joints on the leg

Convert the leg to a symbol and position it on the body

Make the Lower Leg

Add a second instance of the Leg symbol to the Stage

Name the instances of the Leg symbol

Change the properties of the lower leg with a tint color effect

Position the lower leg

Unit	Topic	Lesson	Lesson Objectives

Make an Armature

Make bones in the leg to create an armature

Test out the armature on the pose layer

Use the Rectangle Tool to create a foot with rounded corners

Convert the foot to a symbol and join it to the armature with the Bone Tool

Move the Right Leg

Add a guide line to represent the ground

Add keyframes for the walk cycle poses

Pose the right leg so it lifts up, steps forward, straightens, and swings back

Copy and paste a pose to another frame

Make the Left Leg

Copy and paste the armature to create a second leg

Hide and lock a layer

Change the tint color of the new left leg so it looks different from the right leg

Move the Left Leg

Change the poses of the left leg so it moves opposite to the right leg

Position the layers in the Timeline so the left leg is behind the body

Add Forward Motion

Trim off the last frame so the movie doesn't pause when it loops

Import the character into a new project

Add a motion tween on the main Timeline to move the character

Change the speed of the character until it looks natural

Publish the movie as a SWF and HTML file

Scrolling Background

Add the Character

Import the walking character into the project

Resize and position the character

Show and hide the grid

Add guide lines around the Stage

Unit	Topic	Lesson	Lesson Objectives

Make the Sky and Land

    Use the Rectangle Tool to create the sky

    Convert the sky to a symbol, and lock the layer

    Use the Rectangle Tool to create the land

    Convert the land to a symbol, and lock the layer

Make the Background

    Draw background objects off in the distance

    Create a hidden rectangle so the background will be the correct width

    Position the Background layer between the Sky and Land layers

Tile the Background

    Add a second instance of the Background symbol

    Align the second instance of the Background symbol with the first one

    Convert the two instances into a tiled symbol

    Convert the tiled symbol to a motion symbol

Scroll the Background

    Open the motion symbol and create a motion tween

    Scroll the Background_Tile symbol across the Stage

    Change the speed of the scrolling

    Trim the Timeline so the movie loops without pausing

Make a Path

    Create a path with the Rectangle Tool

    Add details to the path

    Convert the path drawing to a symbol

    Position the path, and put the character on the path

Scroll the Path

    Add a second instance of the Path symbol, and align it next to the first one

    Convert the instances to a tiled symbol, and then to a motion symbol

    In the motion symbol, create a motion tween and scroll the tiled symbol

    Change the speed of the scrolling

    Publish the movie as a SWF and HTML file