

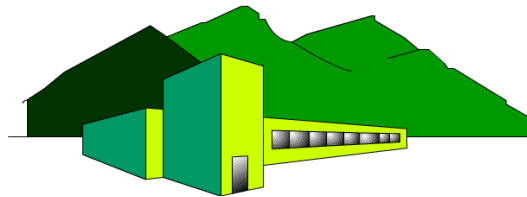


[Adobe Flash CS3 in the Classroom](#)

I have created Flash based tutorials for all the projects we will cover. This method of teaching/learning might be new to you but I think you may find it extremely powerful once you get into it. By putting all my lessons into this web site you have control of your learning. You can go as fast or slow as your learning style requires. You can stop the lesson at any time and practice the techniques or ask me for more clarification. Once you have watched a tutorial, make sure to take the time to practice what you just learned to ensure that you understand the concept.

Drawing with Flash

We start by combining hand drawing with Flash Drawing to cover a variety of visual design concepts. I start by introducing the concept and students practice drawing along with me creating basic shapes. Then they apply the concept in a finished drawing. This takes two days. Then we take two days to do the same thing with Flash. The last day of the week is used to catch students that either were absent or are slow. Students that finish early can practice more with Flash or use one of the many animation tools available (see [resource page](#)).



In addition to these drawing lessons I expect my students to draw as homework. First quarter they need to complete 5 rough sketches per week based on a theme (example: things in the kitchen). Second quarter they need to complete one rough sketch and one detailed/shaded sketch per week based on a theme. These are turned in every Friday. They pick their top 3-5 sketches to include in their portfolio. They may use one drawing from the computer. I do this because most Animation colleges require a hand drawn portfolio and most professionals have encouraged me to require this.

Animation with Flash



We start off by learning about "persistence of vision" and practice making Zoetrope strips. Once students have this concept down we move into frame by frame, motion tween and shape tween with Flash. To understand computer generated animation you have to learn about the timeline and working with key frames so we start out slowly and then get more complex.

Basic Action Script 2.0

By adding Action Script to your Flash projects you can allow your viewers to begin interacting with your animation by clicking on buttons, dragging objects and typing information into the screen. I still use Action Script 2.0, so make sure when you start a new file for one of these projects that you choose **Action Script 2.0** not 3.0!



Making Buttons in Flash

Making buttons can be really fun and is an essential skill if you want to give your viewer the ability to interact with your movie. This series of tutorials will lead you through making very basic buttons to complex buttons.

Instructional Animation



In this project you will be creating a series of animated movies that teach a basic concept or process. This is the culminating project for our semester long Animation Foundations class. Students work closely with elementary students to design and create an animation that illustrates a unit of study. So far we have successfully completed projects on Energy, Habitat and Structure, and Northwest Coast People.

Advanced Projects

I wanted to share some of the projects that my Animation Production students have been working on. This is a full year class. Each quarter we focus on a different animation tool (Flash, Maya, After Effects, Roto Scope). Students that take the class twice specialize on thier area of expertise. All students develop an impressive portfolio by the time they leave the class.

