

Intro to Digital Media – Course Syllabus

Monday

Live Session Topics

- Course Overview
- Downloading the Adobe Photoshop CS3 Trial
- Introduction to Digital Media
- Introduction to Adobe Photoshop CS3

Graphic Design Project 1: Creating a Composite Image

Introduction

Lab 1: Making a Composite Image

- *Create a composite image by copying and pasting a selected portion of one image into another image.*

Lab 2: Creating a Double Exposure

- *Using layers, create a double exposure by combining two images.*

Lab 3: Building a Panoramic Picture

- *Copy and paste a series of photos to create a panoramic image.*

Project: Inventing a Hoax

- *Using the skills learned in this workshop, create a visual hoax that combines images and text.*

Independent Project

- *Plan and create an independent project applying the skills learned in this workshop and previous workshops.*

Wrap-Up

Graphic Design Project 2: Creating Special Effects with Filters

Introducing Filters

- *Explain the effect of filters on digital photos.*

Lab 1: Adding Filters and Effects

- *Alter the appearance and visual impact of an image by adding a variety of filters and effects.*

Lab 2: Applying the Liquify Filter

- *Apply the Liquify filter to a photo to create a special effect.*

Lab 3: Using the Marquee Tool

- *Use the Marquee tool to edit a specific portion of an image.*

Lab 4: Experimenting with Filters

- *Use multiple filters on the same photo to create a variety of visual effects.*

Wrap-Up

Tuesday

- Introduction to Game Design

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- Game Engines and Game Authoring Tools
- What Makes a Game Great
- Introduction to Multimedia Fusion 2
- Downloading the Multimedia Fusion 2 Trial

Game Design Project: Ice Breakers

Lab 1: Setting Up the Game

- *Identify the main parts of the Multimedia Fusion 2 interface.*
- *Create a new project.*

Lab 2: Placing Objects

- *Copy art assets into the MMF2 library.*
- *Add art to the Frame Editor.*

Lab 3: Programming the Snow Ball

- *Change an object's properties to set movement.*
- *Create an event using the Event Editor.*
- *Test the game.*

Lab 4: Adding the Paddle

- *Change the paddle's properties to set movement.*
- *Create a collision event between the paddle and the snowball.*

Lab 5: Using Sound

- *Add sound that occurs with a specific event.*

Lab 6: Placing the Ice Cubes

- *Duplicate objects using the Copy and Paste functions.*
- *Create an event that destroys an ice cube when the snowball collides.*

Lab 7: Adding Scores and Lives

- *Add score and lives objects.*
- *Use the Player 1 object to program a scoring event.*
- *Create an event that restores and resets the direction of the snowball after it leaves the frame.*

Lab 8: Making a High Score Table

- *Add and program a high score table.*

Lab 9: Adding the Title Screen

- *Add a title screen frame.*
- *Program a start button.*

Wednesday

Live Session Topics

- Introduction to Animation
- Introduction to Adobe Flash CS3
- Downloading the Adobe Photoshop CS3 Trial

Animation Project: Your First Movie

Lab 1: Creating a Character

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- *Open a Flash CS3 document.*
- *Use the pencil and line tools to create a drawing.*
- *Add fill color to a drawing.*
- *Convert a drawing to a movie clip symbol.*

Lab 2: Animating Your Character

- *Animate a character using frames, keyframes, and motion tweens.*
- *Define frames, keyframes, and motion tweens.*
- *Create a color tween.*

Lab 3: Building a Background

- *Create a layer.*
- *Use the brush and ink bottle tools to create a drawing.*
- *Use the rectangle tool to create a background.*
- *Create a color gradient.*

Lab 4: Adding a Button

- *Convert a drawing to a button symbol.*
- *Change the Up, Down, Over, and Hit states of a button.*
- *Test the movie.*
- *Add and format text.*

Lab 5: Publishing Your Movie

- *Use the Publish settings to prepare a Flash file for the Web.*
- *Identify the difference between .swf, .html, and .fla files.*

Thursday

Live Session Topics

- Review of animation projects
- Introduction to ActionScript

Game Design Project: Building a Maze Game

Lab 1: Setting Up the Game

- *Create a new project in Flash 8.*
- *Add and name layers in the timeline.*
- *Create keyframes.*
- *Add ActionScript to each frame to stop it from moving to the next frame.*

Lab 2: Creating the Opening Screen

- *Add images to the opening frame.*
- *Add ActionScript so that the start button moves to the next frame on clicking it.*

Lab 3: Creating Level 1

- *Add images to the game frame.*
- *Create instance names for each object.*

Lab 4: Adding Text

- *Add static and dynamic text boxes to all frames.*

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- *Add and program a start button to the last frame.*

Lab 5: Moving the Cat

- *Add ActionScript to the Cat object so that it responds to keyboard commands.*
- *Add ActionScript to the Cat object so that it collides with the wall image.*

Lab 6: Keeping Score

- *Set the initial score to 0 using variables.*
- *Program the score to increase for each key the cat collides with.*

Lab 7: Finishing the Game

- *Add ActionScript that moves the game to the Game Over frame when the Cat hits the spinners.*
- *Test and play your game.*
- *Publish your game.*

Friday

Live Session Topics

- Review of weeks projects
- Final project planning
- Course wrap up
- Live clinic

- *Students complete at least one final project for grading and submit to the instructor.*