

Topic: Multimedia Essentials (Flash Animation + Photoshop Design + Video Editing)

*Resources and notes used in the lesson will be posted on the teacher’s homepage / unit website so that students who are absent from the lesson can complete the lesson at home.

	Objective	Topic	Resources	Remarks
	<p>Upon completing the ME unit, students are to apply the knowledge they have obtained thus far and put it to real use such as for the school project competition. From beginning to end, students will learn by doing their own and teacher’s directed Flash / Photoshop / Video based assignments / projects. All the submissions will be assessed for ACEs (Type 2) and Project Marks (Type 3).</p> <p>The final project will be an integrated project that demonstrates any two or more combinations of the multimedia skills taught. For example, it must comprise two or more of the self-created Graphic, Animation and / or Video. An example for the final project is that student may create a personal portfolio website using Flash and in it contains some Photoshop’s edited images such as a designed logo or touched-up photos; or a Video introducing HCI and in it contains some Photoshop’s edited images such as a touched-up photo of the school clock tower.</p>	<p>In this ME unit, you will learn basic animation using Flash, basic digital imaging and designing using Photoshop and basic video editing using Windows Movie Maker. 2 very common applications of Flash are to create animations and dynamic websites. Photoshop will come in handy for graphic design, image manipulation & enhancement. Windows Movie Maker can capture and edit your digital media very easily. The three softwares leverage on one another strength to produce strong visuals in design and motion graphics.</p> <p>Introduction to Photoshop covers topics including tools, layers, layer mask, feather, retouching, color theory, and more.</p> <p>Introduction to Flash covers topics including tools, layers, symbols, motion tween shape tween, mask, motion guide, movie clip, buttons, basic actionscript 2.0, and more.</p> <p>Introduction to Video Making (with Windows Movie Maker) covers topics including video capturing, importing, editing and exporting, and more.</p>	<p>Computer lab</p> <p><i>Software:</i> Flash, Photoshop CS 4, Windows Movie Maker</p> <p>SMB account @Learning Board</p> <p><i>Website:</i> IVLE website</p>	<p>Assessment (100%):</p> <ul style="list-style-type: none"> • Term Test (30%) • Projects (70%): Photoshop Photo Edit (Pair), Flash Animation Drawing (Pair), Final Project: Interactive Website • Others: Forum

<p>Wk1</p>	<p>Student should be able to know:</p> <ol style="list-style-type: none"> 1. Tools, Menu bar, Tool options bar, Toolbox, Info bar, Image window, Palette well, Palettes, Selection tools: Marquee, Lasso, Magic Wand 2. Feathering 3. Layer Masks 	<p>Lab 1 – Photoshop Intro 1</p> <ul style="list-style-type: none"> • Workspace • Layers • Feather • Layer Mask 	<p>Computer lab</p> <p>Handout#1 Assignment #1 (Photoshop Fun)</p> <p>Websites: http://tv.adobe.com/#vi+f1584v1027 http://www.photoshopsupport.com/tutorials/cs3-photoshop-10.html http://www.adobe.com/designcenter/video_workshop/html/vid0011.html</p>	<p>Graphic Design lesson using Photoshop</p> <p>Assignment #1: Photoshop Photo Fun Edit (Pair, 15%)</p>
<p>Wk2</p>	<p>Student should be able to know:</p> <ol style="list-style-type: none"> 4. Layer Styles 5. Retouching tools: Quick selection, healing brush, crone stamp, pattern stamp, patch 	<p>Lab 2 – Photoshop Intro 2</p> <ul style="list-style-type: none"> • Layer Style • Retouching and Repairing 	<p>Computer lab</p> <p>Handout#1 Assignment #1 (Photoshop Fun)</p> <p>Websites: http://tv.adobe.com/#vi+f1584v1027 http://www.photoshopsupport.com/tutorials/cs3-photoshop-10.html http://www.adobe.com/designcenter/video_workshop/html/vid0011.html</p>	<p>Submission of Assignment #1</p>

<p>Wk3</p>	<p>Skill 1 Student should be able to:</p> <ol style="list-style-type: none"> 1. use the tools effectively 2. Convert an object / drawing to Symbol (F8) 3. know how to insert a Keyframe (F6) 4. know how to insert a Frame (F5) 5. know how to Create a Motion Tween to create an animation from point A to point B 6. know how to publish the file to swf format (Ctrl-Enter) 7. view whole stage (Ctrl-2) 8. zoom in/out (Ctrl – and Ctrl +) 9. open a Library panel (Ctrl-L) 	<p>Lab 3 – Flash Intro 1</p> <ul style="list-style-type: none"> • Workspace • Convert to Symbol • Keyframe / Frame • Layers • Library • Motion Tween • Publish • Shortcuts 	<p>Computer lab</p> <p>Handout #2 Assignment #2 (Flash Animation Drawing)</p> <p>Websites: http://www.hci.sg/~kent/flmx/index.htm http://www.w3schools.com/flash/flash_intro.asp</p>	<p>Basic Animation lesson using Flash</p> <p>Assignment #2: Flash Animation Drawing (Pair, 15%)</p>
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<p>Wk4</p>	<p>Skill 2 Student should be able to:</p> <ol style="list-style-type: none"> 1. know how to Break Apart (Ctrl-B) a symbol 2. know how to create a Shape Tween, Motion Tween <ol style="list-style-type: none"> a. go to Properties panel, Select Shape or Motion 3. know how to break apart characters and Distribute to Layers 4. know how to change Movie Dimensions (ctrl-J) 5. know how to insert your Flash movie into your html page using the embed code (optional) <p>Skill 3 Student should be able to:</p> <ol style="list-style-type: none"> 1. create a Mask <ol style="list-style-type: none"> a. do a spotlight effect 	<p>Lab 4 – Flash Intro 2</p> <ul style="list-style-type: none"> • Shape Tween • Break Apart • Distribute To Layers • Mask 	<p>Computer lab</p> <p>Handout #2 Assignment #2</p> <p>Websites: http://www.hci.sg/~kent/flmx/index.htm http://www.w3schools.com/flash/flash_intro.asp</p>	<p>Submission of Assignment #2</p>
<p>Wk5</p>	<p>Skill 4 Student should be able to:</p> <ol style="list-style-type: none"> 1. add a Motion Guide to your animation. Use “Orient to path” 2. create a Movie Clip <p>Optional Forum Discussions on Flash Purposes, Animation Types, Photoshop Purposes, Multimedia World</p>	<p>Lab 5 – Flash Intro 3</p> <ul style="list-style-type: none"> • Motion Guide • Movie Clip • Term Test Study Revision 	<p>Computer lab</p> <p>Websites: http://www.hci.sg/~kent/flmx/index.htm http://www.w3schools.com/flash/flash_intro.asp</p> <p>Forum Discussions</p> <p>Term Test Study Guide</p>	

Wk6	Class Test	Class Test	Computer Lab (use Lanschool Test System)	Completing and closing all forum participations
Wk7	<p>Skill 5 Student should be able to:</p> <ol style="list-style-type: none"> 1. create a Button <ol style="list-style-type: none"> a. understand the 4 different stages (UP, OVER, DOWN, HIT) <ul style="list-style-type: none"> • understand basic ActionScript 3.0 2. insert a Scene 3. hide and change your Mouse Cursor using Mouse.hide(); <p>Final Project: Interactive Website</p>	<p>Lab 7 – Flash Intro 4</p> <ul style="list-style-type: none"> • Button • ActionScript 3.0 • Scene • Mouse Hide • Final Project: Interactive Website 	<p>Computer lab</p> <p>Websites: http://www.hci.sg/~kent/flmx/index.htm http://www.w3schools.com/flash/flash_intro.asp</p> <p>Final Project: Interactive Website</p>	<p>Project: Final Project: Interactive Website (40%)</p>
Wk8	<p>Students will learn:</p> <ul style="list-style-type: none"> • to design a Flash Interactive environment with links to another flash scene and external webpage • incorporating edited image from Photoshop into Flash 	Lab 8 – Final Project Consultation	<p>Computer lab</p> <p>Final Project: Interactive Website</p>	Final Project Submission (Open)
Wk9	<p>Students will learn:</p> <ul style="list-style-type: none"> • to design a Flash Interactive environment with links to another flash scene and external webpage • incorporating edited image from Photoshop into Flash 	Lab 8 – Final Project Consultation	<p>Computer lab</p> <p>Final Project: Interactive Website</p>	Final Project Submission (Close at end of week)

Assessment of InfoComm Studies – Multimedia Essentials

1. There will be no End Of Year examination, assessment will be based on the following:

Assessment Methods	Weighting	Remarks
Term Test	30%	Written test
Assignments + Projects (To replace end of year examination) Examples: <ul style="list-style-type: none"> • Photoshop Photo Edit (Pair) (15%) • Flash Animation Drawing (Pair) (15%) • Final Project: Interactive Website (40%) 	70%	Marks (base 100) will be awarded for each of Term 1 to Term 3. The project for each term must be completed at the end of the term. Marks should be ready by the 2 nd week of the next following term and will be posted to the students for viewing.

2. No ace points.

3. Mark allocation for the project work (40 – to be converted to 100 marks).

Criteria	Marks
1. Flash skills incorporating tweens, masks, movie clips	10
2. Flash skills incorporating ActionScripts i.e. <code>getURL()</code> , <code>Mouse.hide()</code>	10
3. Photoshop skills on photo retouching and repairing, special effects	5
4. Others i.e. incorporating sound and video, for academic purpose, meaningful contents	5
5. Aesthetics	10
Total	40