



INST 5270 - Flash

Interactive multimedia
programming for learning
--Andy



[For tonight

- Course web site
 - <http://webct.usu.edu/>
- Syllabus
- Introductions
- Cartoon captioning
- INST server
- Discuss final project



Introductions

- Self-Introductions
- (via WebCT discussion board)







How does flash fit in with other tools?

- Authorware, Icon Author, Toolbook
- Director, Hypercard
- JavaScript, VB Script
- C, C++, Java

[What can you do with Flash?

- Four rules to serving a great red wine
 - [Sheri Moore](#)
- An introduction to learning circles
 - [Barry Kramer](#)
- PlantSim
 - [Ian Sheeler](#)

[What does flash contribute?

- Early days of http
- Java, JavaScript, VBScript, (DHTML)
- What flash brings to the table
 - Cross-platform
 - Interactivity
 - Efficient animation/graphics

[Flash 8 (new features)]

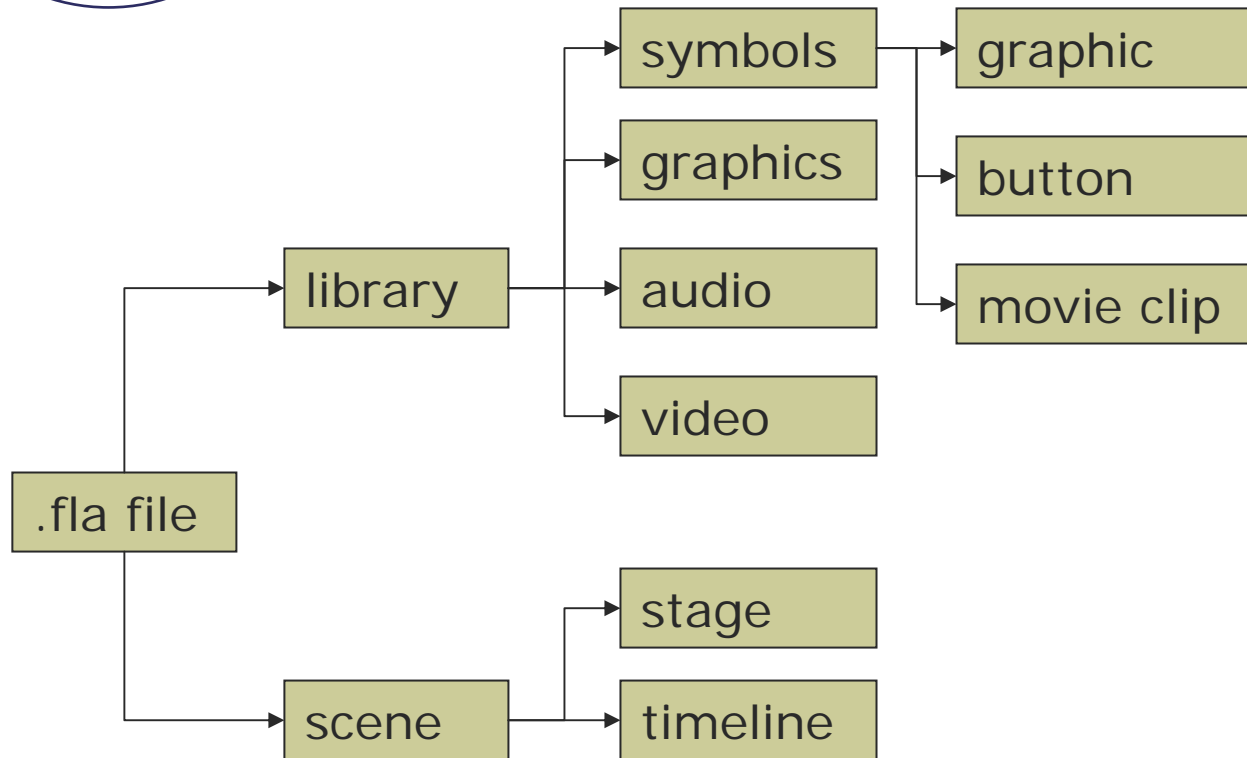
- Reintroduction of menu-driven coding.
- Flash player run effects (e.g. drop shadows and highlights)
- Other features . . .



Flash file types

- .fla Flash document (development)
 - Cross platform
 - http://www.macromedia.com/cfusion/knowledgebase/index.cfm?id=tn_12852
- .swf Flash movie (optimization)
 - Cross platform

[Breaking down an .fla file





Breaking down a .swf file

- Portable
- Extensible
- Scalable

[Graphic types

- Raster (bitmap)
- Vector





Finishing up

- Work Plan (intro and goals)
- Watch videos
 - Comments and change tracking in MS Word (optional)
 - Flash interface basics
 - Drawing tools and Animation