

Multimedia: Project outline

Teaching Multimedia with Flash

Project 1: [Navajo Blanket Project](#)

Project Description:

Students will be exposed to examples of the art of Navajo blanket weaving.

Students interpret an original Navajo blanket design in Flash.

Using Flash, students will build a 3 frame flash movie, with navigation, that describes the art of Navajo blanket design

Project Standards:

Stage size = 800x600

3 frames with button navigation

- Title
- Blanket art
- Background info

Download Navajo Blanket example

- "Sample" traditional Navajo color theme.
- Use this color theme throughout project
- "Interpret" blanket design to fill stage.
- Use appropriate font family, size, and color

Buttons for navigation

- Buttons are integrated into project design
- Each page is accessible all project pages
- Info page has link to WWW resources

New Topics Introduced:

Color Themes
Working with Shapes
Lines and Fill Properties
Selecting Objects
Grouping
Setting Stage Size
Color Picker

Duplicate, Clone, Paste in Place
Free Transform Tool
Insert Keyframe Command
Working with Buttons
Working with ActionScript
Creating a SWF
Effective Web search

Project 2: [Action Word Project](#)

Project Description:

Students will design and build a multimedia composition that animates a word through an action that enhances our understanding of the meaning of the word.

Project Standards:

Stage size=800x600 pixels
Tweens are isolated on named layers
Animation of word must clearly demonstrate an action.
Minimal "props" allowed in background (ex. Basketball rim and net)
Animation must follow a guide path.
Word should be clear and easy to read.
Timing of the action supports reading and understand

New Topics Introduced:

Working with text
Break Apart Command
Distribute to layers command
Working with layers
Working With Motion Guides
Motion Tweening

Project 3: [Masking Project](#)

Project Description:

Students will design a composition of text masking an underlying image. The image should enhance our understanding of the meaning of the word. The background image will be animated in a loop to give further meaning to the composition.

Project Standards:

Stage Size=800x600 pixels

The text and image should fill the stage. The image should clearly show through the text and give added meaning to the text.

Choose a font that supports your design.

Choose a background color that supports your design.

The background is looped in a way to add further meaning to the composition.

New Topics Introduced:

Layer Stacking Order

Locking Layers

Layer Masking

Text Properties

[Path Project](#)

Project Description:

Design a composition that moves an animated character along a path and through the "depth" of a background image.

Project Standards:

Stage size=800x600 pixels

Motion tween movements in a character symbol

Character follows a motion guide

Change the symbol size to emphasize the illusion of depth

Build "smooth turns" for character path

Add start and stop buttons integrated into the project design.

New Topics Introduced:

Image types

Break apart

Lasso and magic wand tools

Select, Copy, Paste (in place),

Working with Symbols

Motion and Shape Tweening

Working With Motion Guides

Project Planning, Writing a Treatment

Time control (Add and remove Frames)

Movie symbol types

Riddle Project

Project Description:

Working in a group (suggested group size of 3) design and build a Flash movie to tell a Riddle as a story with multiple scenes

Project Standards:

Stage size=800x600 pixels

All files are properly named

Design the "story" to be told in scenes.

Movement between scenes is both linear and interactive

Scenes are carefully timed for understanding

Scenes have a common design theme

Animations support understanding

Design buttons that "integrate" into the design of the riddle project.

Add actionscript to control the movie

New Topics Introduced:

Working with scenes

Working with scenes

Planning and managing a large-scale collaborative project

Working in a network share environment

Students are encouraged to demonstrate multimedia techniques acquired on all previous projects

Educational Game Project

Project Description:

Design and build an educational game as a Flash movie.

- This is a group project
- Groups will organize and maintain a shared directory on file server
- Groups will develop a plan for necessary work flow
- Tasks must be equitably divided between all group members.

Project Standards:

Stage size=1024x768 pixels

Game Planning Guide:

Choose a subject you would like to teach with your game and narrow the focus.

Decide the age range of your players

Choose a theme for your game.

Decide the basic format of the game.

Decide if you should win by luck, skill or both. In an educational game, skill or a combination game is best.

Decide how to lay out the game board.

Before committing to the final version, test the game concept by "playing" it out in your minds.

Game building Guide:

Quickly test ideas before committing to construction. For example, how will you add project parts to the whole.

Design elements such as buttons, pieces, and cards, that support the metaphor of the game.

Add action script to control the movie

Game must include:

- Box cover or "Splash Screen"
- Integrated design (game metaphor)
- Game rules
- Random question cards
 - Multiple choice
 - Fill in
- Dice or spinner
- Movable pieces

New Topics Introduced:

ActionScript!