

Tech 369 Week 2

Flash Rack and Pinion Assignment: Create an image of a *pinion* (small gear that has eight or more teeth) slowly turning against a *rack* (straight bar with matching teeth).

The animation should be *endless* (looping). Then create a table-based page in Dreamweaver showing all three versions of the image (Insert > Image, and Insert > Media > Flash), and link it to your homepage for evaluation. Include *text in the table that identifies* each type of graphic along with the *file size*.

Make the stage size **300 px by 200 px**. The three versions of the rack and pinion to be “published” in Flash include:

- 1) a *static gif* version of the image
- 2) an *animated gif* version of the image
- 3) an *Flash movie* version (.swf)

Grading will be based on:

- the *symmetry and accuracy* of the teeth on the rack and on the pinion,
- the *realistic* relative speed of the two parts,
- how *closely* the teeth fit together without overlapping,
- the *smoothness* of the motion (no jumps or pauses, even as the animation loops).
- The *smallest swf file size* is always desired.

Reading Assignments:

Dreamweaver Pages 42-44, and 102-104

What is the purpose of the Check In and Check Out tool in Dreamweaver?

How can you tell if a file has been already checked out?

How do you enable the Check In and Check Out tool in Dreamweaver?

What are Dreamweaver’s “Design Notes”? What is an example of a good use?

How do you get design notes working?

How do you create a design note?

What does the Clean Up button in the Design Notes dialog box do?

Ch 8: DW and Cascading Style Sheets

Old browsers may ignore CSS. When might this be a real problem?

What is a local, internal or embedded, and external CSS style?

How do you create a new internal style sheet?

How do you create a new external style sheet?

What is a style class?

How can you create a style class?

What is the most common “selector” or “psudoclass” style? *The <a> tag for rollovers, etc.*

Name one common item from each of the following categories: Type, Background, Block, Box, Border, List, Positioning, Extensions.

What are three ways to edit an existing style?

What are three ways to apply a style?

When creating a new HTML page, how can you attach an existing external stylesheet?

How can you remove underlining from your hypertext links with CSS?

How can you create a simple roll over effect for text using only CSS styles?

Explain how you could use Design Time style sheets to present ideas to a client.

Explain how to use the “box model” to create web page layouts.

Flash: Chapter 1An Overview of Flash.

What is the most significant limitation on the web today?

What is the cheapest way to increase the speed of the web?

In general, why were vector graphics developed?

Which of the following is not an alternative file format for vector graphics on the web?

WMF WebCGM SVG VML

What is the biggest advantage of Flash?

What does the author list as significant “Realities of the Web”?

Explain Data Rate and Bandwidth. Which one do you need to know as a designer?

What segment of the audience should you design for?

What happens when audio or video media are sent over limited bandwidth connections?

What strategies can you use to deliver multimedia content over a limited bandwidth connection?

What percentage of Web browsers have a Flash plug-in of some sort?

What are key benefits of Flash?

What does it mean that Flash files are “Scalable”?

What does it mean that Flash files are “Resolution independent”?

Explain anti-aliasing in Flash.

What does it mean that a ratio of 4:3 would be the best bet for designing a Flash movie for a variety of monitor sizes?

What types of media can Flash also include?

What is different about Flash MX 2004 Professional as compared to Flash MX 2004?

Flash: Chapter 2 Getting Started

Know how to use the Toolbar, Timeline, Stage, PI, and a typical panel. Be able to explain a few significant preference settings

Know how to set the stage size.

What are two ways to bring in bitmaps?

What are Scenes?

What are Flash symbols?

What is the difference between Control > Play, and Control > Test Movie

Flash: Chapter 3 Flash Basics

Here is a list of tools and terms you will probably wish to know in order to create the rack and pinion. Not all of these are specifically covered in Ch3, but you do have the Help menu in Flash to fill in!

Grid, Snaps	Transform Panel
Keyframes	Library
Convert to Symbol	Motion Tween
Blank Keyframes	fps
Nudging	Publishing Settings
Layers	Stage level graphics
Selection vs Subselection	
Timeline	Properties Panel
Free Transform Tool	Registration Point
Graphic symbols vs. Buttons vs. Movie Clips	
Playhead	