

web interface DESIGN

number **two**

- discovering new perspectives
- creating concepts
- topic research, locating visuals
- rough layouts/storyboards
- preparing visuals
- animate
- review/refine

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This course is entirely dedicated to making web sites into a kinetic form of interface; allowing the use of dynamic, interactive elements. Illustrator may be the only other program that might assist with imagery. Most work can be done in Flash itself.

prerequisites:

Art 370 (web design 1), 170 (270) and foundation courses. Knowledge of various foundation web skills i.e., browser use. Basic computer functions, basic verbal and written communication skills. Interest, discipline and enthusiasm is a must. The software and projects are a heavy user of time. Be prepared to put in more extra time. It's not difficult, it's just time consuming.

objectives:

Upon completion of this course, the student will know:

- how to create web sites to best take advantage of Flash, animation and interactive interface information design concepts and ActionScripting basics.
- the elements that makeup of various interactive media elements; their requirements, restrictions and limitations.

required books:

- ..Macromedia Flash CS3:action scripting
- ..Foundation Actionscript Animation: making things move

due date:

Storyboard due: 8-25,
beginning of class.
Two week preview from project
handout day: 9-3.

❶ Learn Flash, start yesterday. I teach the basics of the program. Finite details I leave to you, I am here for content.

❷ Students will continue to disseminate the differences in information interface design; integrating intuitive navigation and interactivity.

❸ Students may want to write extra html by hand to enhance the animation possibilities, but still using a hypertext markup language (html) in a text editor to generate the projects. You will still do work in Adobe (was Macromedia) Dreamweaver, our WYSIWYG html editor. The design of the interface and content is the stress of this course. It is possible to create whole web sites without knowing ActionScript. However, more advanced and much more powerful animations require a basic understanding of ActionScript (2) programming. Our Dr. Dave Eubanks is our resident expert of ActionScript 1 and 2.

assignment one:

- Create a 10 second caricature of your favorite pet, girl/boy friend, or inanimate object. Do not use something you are already working on. Stylize or simplify the item like a "vector" graphics, to keep the image simple for ease of sequential movement.
- First, ceate a storyboard prior to construction in the computer. Produce no less than 10 drawings and place on black illustration board for a review by the class.
- Animate the item by putting together a single cell animation in Flash and you can even bring in parts from Illustrator (it has those "vector" capabilities).