

# MAS Flash Course Expectations/Assignments

JP Vasquez [jp@ichameleongroup.com](mailto:jp@ichameleongroup.com)

Welcome to the Flash 1 (Motion Graphics 1) class, this is a brief doc that outlines the expected assignments and basic requirements for this class. Besides being expected to attend class (per school requirements), we'll have a couple of assignments throughout the class that will help you take your knowledge further.

## Assignments

Given the nature of our class, as much as we want to stay within the course outline, past experiences have taught me that it is hardly the case. Some classes go faster some slower, so based on that, the course outline might be altered. Furthermore, the assignments are also dependent of the course progress, so the due dates for these assignments will be determined by this team.

You will have two main assignments which you can start working on right away, you will have to present both completed assignments at some point. Both of these projects will constitute your final assignment and also your final grade. So make sure you do complete them.

There will be small tasks related to the assignments throughout the course that will help you achieve your final goal, but these are not required to complete. However, I can guarantee that these will help you in completing the two main assignments.

## Expectations

This is a Flash 1 Course. With that said, I do not expect this team to become the next start Flash Developers (even though I would love that!). Therefore I'm extremely understanding to the level of difficulty of this course. I basically only expect complete honesty from you, ask me as many questions as you want, call me out when I make mistakes, and have fun. Otherwise, there's no point! Obviously, I have to take attendance and all of the other formalities from the school.

You can always email me, come to our offices, and/or call me whenever you're stuck on something.

And my main expectation is the following: I want you to know a little more about Flash, more than you did yesterday, and know how powerful this tool is in the advertising world.

# Banner project

## Brief:

You will have to create a small banner campaign for a product of your choosing, it could be a real or fictitious product, or something that you have created for MAS in the past. The banners will have to meet minimum requirements before they can even be considered and launched. More importantly, your banners should effectively push your product to drive potential customers into your site. Basically, make them cool!!!

## Requirements:

- Files size needs to be no more than 30k
- All layers in the fla should have a proper name
- Any/all movieclips created need to be properly named
- All of your Actionscript code needs to reside in the top layer of your fla
- Your code needs properly commented
- Your library needs to be organized with folders for images and movieclips
- All banners should be between 10-15 seconds long

## Specifications:

- Sizes required: 160x600, 250x300, 728x90
- Framerate: 30 FPS
- The banner should link out to a website - your choice, and keep it proper ;)
- Use our mouse follower somewhere in the banner

You'll be graded on the overall banner, but the main thing that you have to try to achieve is this... people should want to click it! – keep that in mind and you'll do fine...

# Portfolio site

## Brief:

You're in an Ad School, already working on your portfolio. Well, it's time to take that portfolio and digitalize it! Your task is to create your online portfolio. I'll give you the tools; you make it happen... as easy as that!

## Requirements:

- You will need preloaders
- All layers in the fla should have a proper name
- Any/all movieclips created need to be properly named
- All of your Actionsript code needs to reside in the top layer of your fla
- Your code needs to be properly commented
- Your library needs to be organized with folders for images and movieclips
- Must have animations

## Sections:

- Homepage
- About Me
- Portfolio
- Contact

## Specifications:

- Must be viewable in most screen resolutions
- Frame rate: 31 FPS
- Flash 8 compatible
- Use the tools you learn in class

You'll be graded on the overall site, but the main thing that you have to try to achieve is this... people should want to browse it! – keep that in mind and you'll do fine...