# Introduction to Animation Software

**Using Adobe Flash CS3**  
**COMI-1971**  
**Course Syllabus**

**Text:** Adobe Flash CS3 Revealed - Design Professional by Jim Shuman  

**Diskettes:** One USB Device

<table>
<thead>
<tr>
<th>Week</th>
<th>Lecture/Lab Assignment</th>
<th>Assignment Due</th>
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</table>
| 1    | Getting Started with Adobe Flash CS3 - Chapter 1  
Drawing Objects in Adobe Flash - Chapter 2  
Lab Assignment 1 | Week 2 |
| 2    | Working with Symbols & Interactivity - Chapter 3  
Lab Assignment 2 | Week 3 |
| 3    | Creating Animations - Chapter 4  
Lab Assignment 3 | Week 4 |
| 4    | Creating Special Effects - Chapter 5 | |
| 5    | Final Project - All Lab | Week 5 |

**Grading:**  
Lab Assignments - 75%  
Final Project - 25%

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**NOTE:** Instructors reserve the right to raise or lower final grade due to attendance, class contributions and participation, attitude and/or other subjective values.