Outline for

UCLAE Flash 1: Session #10

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| TITLE | Project Deployment, Professional Philosophy, & Best Practices |
| DATE | Thursday 7pm – 10pm, **August 28**th, 2008 |
| PRERATORY READINGS  INSPRIRATION | |  | | --- | | Preparatory Reading(s):   * Chapter 17: Delivering Movies to Your Audience   Online Reading(s):   * <http://www.adobe.com/devnet/flash/articles/flash8_bestpractices.html> * Briefly Overview the PDF here: <http://www.blog.rivello.org/?p=159>   Quiz: No  **Lecture Topic(s)**:   * Professional Philosophy * Development Best Practices * Obfuscation, Encryption, & Deconstructing Websites | |
|  | FlashForward Finalists - <http://flashforwardconference.com/finalists> |

1. INTRODUCTION

Administrative issues (20 Mins)

* Project Milestone
  + Discuss P2 deliverable from syllabus was due on 08/19/09. I have a few missing assignments. I message everyone who did and did not turn one in. I recommend turning it in as it will help you on your next P3 and P4 deliverables.
  + P3 is due in class in 1 week. Let’s discuss
  + P4 is due online in 2 weeks.
* Assign Remaining Teachbacks, Due via Bb message before 7:00 PM of session #11**. I will select some of you ‘randomly’ to present at session #12.** 
  + Each student chooses 1 unique category from <http://flashforwardconference.com/finalists>
    - Application **- Who signs up this and each of the others? I’ll make a note now.**
    - Cartoon/Story/Narrative
    - Code
    - Experimental / Art
    - Game
    - Motion Graphics
    - Sound
    - Typography
    - Video
  + Develop 3 criteria that is appropriate for works in that category
  + Rank the 5 entries in order (no comments needed)
  + **Send me a Bb message with your two leading entries to the category, qualifying each in detail on the 3 criteria. Use the language we have learned in class (tweens, symbols, etc…) Declare the winning entry.**
  + *EVERYONE who has not done a Teachback must do this assignment.*

**CLASS OUTLINE**

* 10 Mins
  + Explain purpose of 4 code snippets from discussion board. Any questions?
* 15 Mins
  + **Any questions on the reading for class?** We will not otherwise dive too deep.

Chapter 17. Delivering Movies to Your Audience

* Preparing Your Movie for Optimal Playback
* Publishing
* Working with Flash Player Settings
* Publishing HTML for Flash Player Files
* Using Alternate Image Formats
* Using Version Detection
* Printing From Flash
* 20 Mins
  + Sample Project 2: Flash Game
  + I’ll review it then open and investigate it.
* 20 Mins
  + Sample Project 3: Flash Application
  + I’ll review it then open and investigate it.
* **Break (15 Mins)**
* 20 Mins
  + Sample Project 1: Flash Website
  + I’ll review it then open and investigate it.
* 40 Minute Quiz: Practical Quiz
  + Extend one of the three projects above. Discuss how you will change it and get verbal approval before beginning. **Try to choose a project type that is different from your final project if you are bold!**
  + Requirements
  + Process
    - 5 Mins on paper. Plan EVERYTHING.
    - **Get my verbal approval**
    - Open Flash and get started.
    - Submit file(s) through your desktop.

NOTES

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