

DIRECTOR

George Mason University
EDIT 575, Spring2004
Macromedia Director Syllabus

This class teaches the comprehension and successful use of Macromedia Director, an interactive multimedia software.

Instructor: Matt Battison
mattbattison@lycos.com, mbattison@gmu.edu

Course Prerequisites: General familiarity with a computer.

Overview: EDIT575 prepares you to integrate audio and visual materials into coordinated interactive presentations, for the Worldwide Web or for stand-alone purposes. New procedures in the software are introduced in one class, which involves completing an instructor-led exercise, and then the same procedure is tackled by students independently in the following class, with instructor assistance. The results of the independent exercise are graded, but the students also have an in-class opportunity to revise this work before final grading for the class is completed.

Goals: Students will demonstrate familiarity with the interface and with some fundamentals of Lingo programming. Students will also create a minimum of four complete interactive multimedia presentations. Because it is expected that some students may not have access to Macromedia Director outside of the classroom, this class is organized to permit the students to complete all work during class time. Students are free to pursue projects specifically applicable to their studies or their work environment, but the projects must also meet the specified grading criteria. If a student has no plan for an independent project's theme or purpose, the instructor will help by providing an objective.

Grading:

Class attendance/participation: 20% of final grade. Students must notify the instructor one class in advance of an expected absence, to avoid lowering of the grade. The attendance grade is subject to attrition due to absence. Only one excused absence is permitted without grade attrition.

Project 1: 20% of final grade.

This objective is to include at least all of the following in the Director movie:

- Two examples of tweened animation
- One example of space to time based animation
- One example of cast to time based animation
- Eight examples of keyframe modification, and at least four different types of modification in the animation, must be demonstrated, such as scaling, rotating, blend/opacity changes, color changes, or a change in stage position.
- Two tempo settings must be established.

- One transition must be incorporated.
- Two paint-based cast members
- One text-based cast member
- One field-based cast member
- One vector-based cast member.

Completing each of these requisites successfully will earn one point.

Project 2: 20% of final grade.

This objective is to include at least all of the following in the Director movie:

- Successful import of three sounds, of at least two different file formats.
- Successful import of three graphics, of at least two different file formats.
- Successful construction of a film loop. (5 points)
- Successful application of a film loop
- One example of a looped sound in the cast
- One example of an unlooped sound in the cast
- One continuous sound in the score
- One cued sound in the score
- The use of two markers in the score
- The application of two colors of score highlights
- Synchronization of a sound to a visual objective on the stage

Completing each of these requisites successfully will earn one point.

Project 3: 20% of final grade.

This objective is to include at least all of the following in the Director movie:

- Creation of two frame scripts.
- Creation of five cast member scripts.
- Creation of at least one script-responsive field
- Successful alteration of sprite preferences
- Successful alteration of cast preferences
- Creation of (only one) movie script
- Explanation of one script in comment form
- Removal of unused cast members
- Demonstration of save and compact, with a notation on file size change.
- Cast sorting
- Output as two Shockwave movies; demonstrate at least two publish settings.
- Output as two Projectors; demonstrate at least two output options.
- Save the movie as a .dxr (as well as a .dir)

Completing each of these requisites successfully will earn one point.

Project 4: 20% of final grade.

This objective is to include at least all of the following in the Director movie:

- Create a frame script that maintains a frame position indefinitely.
- Create eight sprite scripts using the behavior inspector. At least one must navigate to a web page.
- Apply eight sprite scripts.
- Run at least one video clip within a movie.
- Make a multi-movie projector.
- Diagnose and correct any problems with the movies.

Completing each of these requisites successfully will earn one point.
Schedule:

1/26: Introduction to Director and Director Concepts

2/2: Familiarization with the Interface; Animation

2/9: In-Class Assignment: Project 1

2/16: Film Loops and Sound Management

2/23: In-Class Assignment: Project 2

3/1: No Class (Instructor Unavailable)

3/8: No Class (Spring Break)

3/15: Lingo Scripting; Preparation for Output

3/22: In-Class Assignment: Project 3

3/29: Behaviors, Sprite Scripts, Video

4/5: In-Class Assignment: Project 4