

Art 382: Introduction to Interactive Media

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First Lecture

Introductions

- I am Neal McDonald
 - Production Experience: Lamb & Company
 - Game Industry: Half-Life total conversion, Greenhouse Software CEO
 - mcdo@umbc.edu
- Call me “Professor McDonald”
 - That’s what my boss wants.
 - Sounds funny!

Emergencies

- Campus Cops:
- Tornados: go downstairs
- Fire: get out
- anything else?

Syllabus

- All grades are weighted equally
- The class's web site has vital materials
 - www.umbc.edu/~mcdo/382/
 - assignments
 - these notes
- Get a 2-4GB Flash drive
 - Hard drives are delicate
 - Your classwork for me won't be >500MB

Class Goals

- learn some Flash
- learn some programming
 - starting with HTML
 - moving on to ActionScript (Flash language)
- learn some interface design fundamentals
- learn some illustration?

Why Programming?

- Why? Why? Why??? I know you hate it!!!
 - animators: the story of Tonya Ramsey
 - game kids: duh
 - designers: JS, CSS, ...
 - many, many other jobs are design+code
 - **You can't make buttons work without it**
- Not much programming
 - about 1/2 of a regular programming class
 - you will not be asked to write entire programs.
 - goal: foundation for later study

Why Flash?

- Job skill
- Huge user community
- Likely to be around for a long time
- Useful in other classes
- Cheap way to distribute animation
- Cheap, sufficient game development environment
- AS3 is a real programming language
 - Knowing some AS3 makes learning (Java, C, C++, JavaScript, MEL, Python, Ruby, Perl, Lua, AppleScript, Visual Basic, pd, Max) much easier.

What is Flash?

- A tool for making ".swf" files, which can contain
 - vector drawings
 - motion
 - sound
 - programs
- These objects can be "played" like sound files in web browsers or stand-alone applications

Why Illustration?

- By illustration, I mean drawing style
- You need to be able to control your drawing style
 - animators: fit in with a production's art direction
 - game designers: same thing
- It's not okay to only have one style
 - you can't control it
 - you get fired

Illustration content

- Talking about how styles are different
- The meanings of different styles
 - you must control your meaning
- Collecting examples
- Trying to duplicate styles

What's the difference between



and...



and ... ?



and...



You need to collect styles

- Online
 - sites
 - games
 - art-related social sites
- Magazines
- Keep in a journal

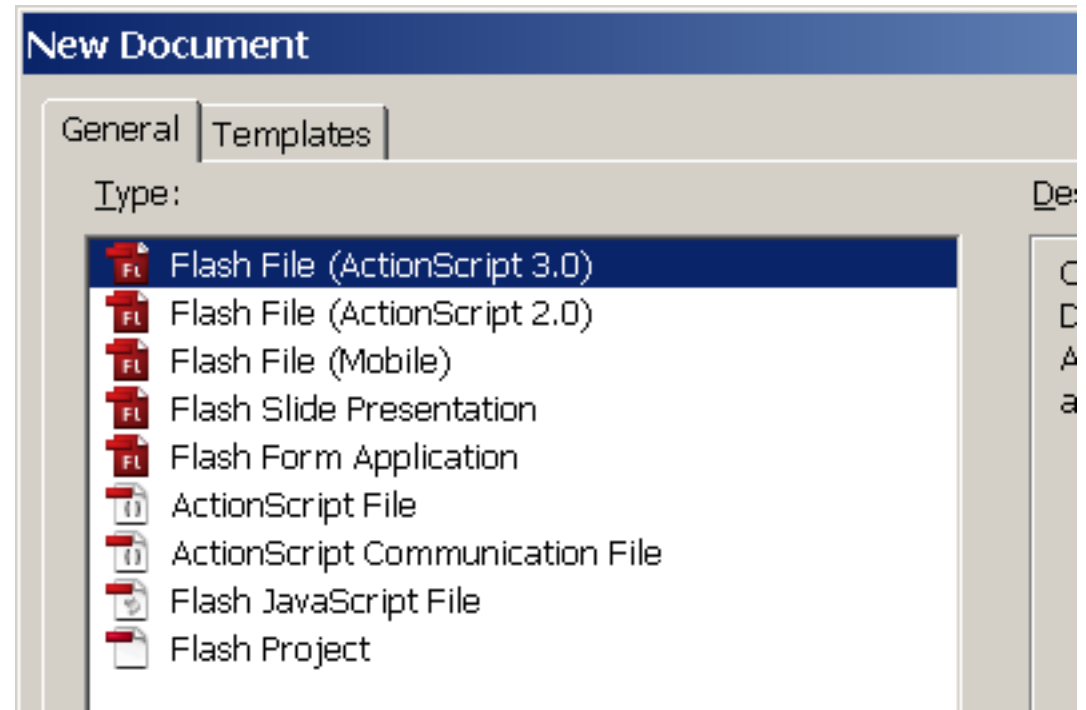
Who are you?

Why are you here?

- Let's introduce ourselves
- How's your drawing? How's your programming?

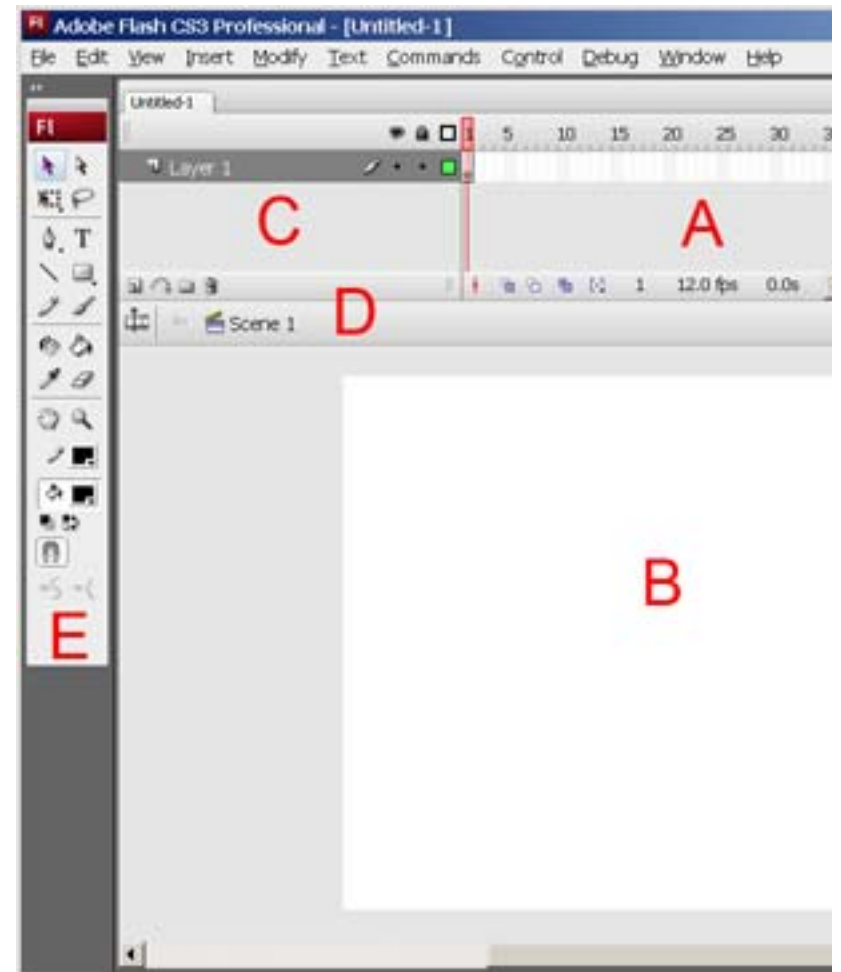
Let's run Flash

- Run it.
- Main Menu->File->New..
- Make a new Flash File (AS3.0)
 - No 2.0 here.



Anatomy of the Flash Interface

- A: Timeline
- B: Stage
- C: Layers Area
- D: Tricky Bar
- E: Tools Palette



For next time:

- Show up with a Flash drive.