




**Syllabus & Curriculum
For Certificate Course In
Director**



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Macromedia Director

1. Course Description

Macromedia Director is a powerful media application created by Macromedia. It allows users to build applications built on a movie metaphor, with the user as the "director" of the movie.

Macromedia Director can be used to deliver demonstrations or as a user interface for content on CDs and DVDs. It can incorporate many different file formats (e.g. AVI, BMP, QuickTime, PNG, JPEG, RealVideo), making it possible to integrate without re-encoding files. It also supports vector graphics and 3D interactivity, which can be used for producing games. Version MX and its successors are also easily linked with Flash animation.

2. Pre-requisite

Students need to be comfortable using mouse, opening and saving files, and the general operations of computer and its Operating System

3. Hardware & Software requirements

Hardware:

For Windows:

Processor: 233-MHz Pentium

Operating System: Windows 95, 98, 2000, Me, XP or NT 4.0 or later

RAM: For Windows 95 and 98, 32 MB (64 recommended); for Windows NT, XP and 2000, 64 MB (128 MB recommended)

Free disk space: 40 MB

For MAC

Processor: Power Macintosh

Operating System: Mac OS 8.5 or later

RAM: 32 MB (64 recommended)

Free disk space: 40 MB

Monitor: thousand colors, 800x600 resolution

Software:

Macromedia Director MX, with Windows (XP, 2000, or 98)/ MAC OS

A web browser with the Shockwave plug-in installed

4. Course objectives and content

Upon completion of this course students will be able to:

- To master the creation of multimedia applications using Director MX 2004
- To discover how to publish Director content to CD/DVD and to Shockwave (for the web)
- To learn the fundamentals of Lingo, one of the two languages available for use within Director applications

5. Suggested reference material

a. Text books

- 1 Macromedia Director 8.5: The Complete Reference by David Mennenoh
- 2 Macromedia Director MX and Lingo: Training from the Source (Paperback) by Phil Gross
- 3 Macromedia Director MX 2004 Bible by Underdahl, Brian; John R. Nyquist; Robert Martin

b. Recommended Web sites

1. <http://www.fbe.unsw.edu.au/Learning/Director/>
2. <http://apex.vtc.com/director-mx.php>
3. <http://www.herts.ac.uk/lis/mmedia/directortutorial/>
4. www.tutorialfind.com/tutorials/macromedia/director/

c. CDs

- 1 Macromedia Director MX Tutorial - by VTC
- 2 Director MX2004 Lingo Training CD- by VTC

6. Examination /Evaluation scheme

The evaluation will be done based on one theory Examination of 2 hours and practical examination of 3-hour duration.

- d. Theory Examination: The examination will be of 2 hours duration and will contain 100 objective type questions with maximum marks of 100.
- e. The questions will be in proportion to the weightage of the modules described in this curriculum.
- f. Practical Examination: One Practical examination of 3 hours duration will be conducted on the modules described in the curriculum. The maximum marks will be 100.

7. Suggested duration for Theory, Practical sessions and Project

Sl.No	Modules	Duration in hrs			Weightage of Modules
		Theory	Lab	Final Project	
1	Director: Basics and Interface	20	10	10	20%
2	Director Tools	20	10		30%
3	Working with color and Text	15	15		20%
4	Animation and Media	15	15		20%
5	Director: Publishing and Advanced options	10	10		10%
Total		80	60	10	100%

Detailed Syllabus

Contents

Module 1: Director Basics And Interface

Module 2: Director Tools

Module 3: Working With Color And Text

Module 4: Animation And Media

**Module 5: Director Publishing And Advanced
Options**

Module 1 Director Basics And Interface

Introduction to Director

Director Basics

- About Macromedia Director
- Content
- Delivery
- Macromedia website

Director File Types

- Movie files
- Shockwave Movie files
- Protected Movie files
- Projector files

Movie Properties

- Using the Movie Properties
- Setting the Movie Color Palette
- Setting the Stage Size
- Setting the Stage Location
- Setting the Stage Fill
- Setting the RGB
- Setting the Palette Index
- Remapping Palettes If Needed
- Enabling Edit Short Cuts
- Setting the About and the Copyright options
- Saving the Font Map
- Loading the Font Map

Director Interface and Environment

The Authoring Environment

- Using the Authoring Environment
- To Show and Hide the Authoring Environment sections
- The Stage
- The Toolbar
- The Tool Palette
- The Cast window
- The Score window

- Sprites
- Behaviors
- Inspectors

The Cast

- Using the Cast
- Using the Choose Cast button
- Using the Cast View Style button
- Using the Previous Cast Member button
- Using the Next Cast Member button
- Using the Cast Member Name field
- Using the Drag Cast Member button
- Using the Cast Member Script button
- Using the Cast Member Properties button
- Using the Cast Member Window button

The Score

- Using the Score
- Using Markers
- Using the Effects Channels
- Using the Tempo Channel
- Using the Palette Channel
- Using the Transition Channel
- Using the Sound Channels
- Using the Script Channel
- Using the Member selection
- Using the Behavior selection
- Using the Location selection
- Using the Ink selection
- Using the Blend selection
- Using the Extend selection
- Using the Time Channel
- Using the Zoom Menu
- To Turn Channels On and Off
- To Hide and Show Keyframes
- Viewing Multiple Score Windows

Sprites

- Using Sprites
- Sprites environment
- Creating a sprite in the score
- Creating a sprite by dragging cast members to the stage
- Changing the default sprite Span Duration
- Selecting the entire sprite

- Selecting one frame in a sprite
- Selecting multiple frames within a sprite
- Selecting multiple sprites
- Moving a sprite to a new location in the score
- Cutting and Pasting sprites in the score
- Repositioning a sprite on the stage
- Changing the length of a sprite's span
- Extending a sprite
- To join sprites
- To edit individual sprite frames
- To split a sprite
- Changing the order of overlapping sprites

Behaviors

- Using Behaviors
- Actions and Events
- Assigning Behaviors

Frames And Channels

- Frames
- Channels
- Using the Playback Head
- Key Frames
- Inserting frames into the score
- Removing a frame from the score

Inspectors

- Using Inspectors
- The Property Inspector
- The Text Inspector
- The Behavior Inspector
- The Memory Inspector

Module 2 Director Tools

Tools

- The Toolbar and Toolbar Buttons
- Arrow Tool
- Rotate And Skew Tool
- Hand Tool
- Magnifying Glass Tool
- Text Tool
- Line Tool
- Filled Rectangle And Rectangle Tool
- Filled Round Rectangle And Round Rectangle Tool
- Filled Ellipse And Ellipse Tool
- Check Box Tool
- Radio Button Tool
- Field Tool
- Push Button Tool
- Pattern Tool

Painting and Drawing Tools

The Paint Window

Paint Tools

- Paint Tools
- Lasso Tool
- Marquee Tool
- Registration Point Tool
- Eraser Tool
- Hand Tool
- Magnifying Glass Tool
- Eyedropper Tool
- Paint Bucket Tool
- Text Tool
- Pencil Tool
- Air Brush Tool
- Brush Tool
- Arc Tool
- Line Tool
- Filled Rectangle Tool
- Rectangle Tool
- Filled Ellipse Tool
- Ellipse Tool
- Filled Polygon Tool
- Polygon Tool

- Gradient Colors Tool
- Foreground & Background Colors Tool
- Pattern Tool
- Color Depth Tool
- Ink Effects Tool

The Paint Toolbar

- Paint Toolbar
- Flip Horizontal Tool
- Flip Vertical Tool
- Rotate Left Tool
- Rotate Right Tool
- Free Rotate Tool
- Skew Tool
- Warp Tool
- Perspective Tool
- Smooth Tool
- Trace Edges Tool
- Invert Color Tool
- Lighten Tool
- Darken Tool
- Fill Tool
- Switch Colors Tool

Importing Bitmaps

The Vector Shape Window

Vector Tools

- Arrow Tool
- Pen Tool
- Registration Point Tool
- Hand Tool
- Filled Rectangle Tool
- Rectangle Tool
- Filled Round Rectangle Tool
- Round Rectangle Tool
- Filled Ellipse Tool
- Ellipse Tool
- Stroke Width Tool

- Close Shape Tool
- Fill Type Tool
- Gradient Colors Tool
- Stroke Color Tool
- Fill Color Tool
- Background Color Tool

The Vector Toolbar

- Vector Toolbar
- Gradient Type
- Gradient Cycles
- Gradient Spread
- Gradient Angle
- Gradient X Offset
- Gradient Y Offset

Module 3 Working With Color And Text

Color

Color Depth

- Color Depth
- Changing the movie Color Depth
- Checking the movie Color Depth
- Cast Member Color Depth
- Checking the cast member Color Depth
- Changing the cast member Color Depth

Color Mode

- Color Mode
- Opening the Color Menu
- Checking the current Color Mode
- RGB Mode
- Palette Index Mode
- Setting the Color Mode

Color Choices

- Color choices
- Choosing a color
- Editing Favorite Colors

Color Palettes

- Using a Color Palette
- Changing a Color Palette
- Blending colors in a Color Palette
- Current Color Palette
- Cast Members and Color Palettes
- Setting a Default Color Palette
- Remapping sprites on the stage to current Color Palette
- Displaying original colors in an Imported Cast Member

Text

Text And Field Windows

- Text Window
- Field Window

- Creating text on the Stage
- Editing text on the Stage
- Creating text in the Text Window
- Editing text in the Text Window
- Changing the font of a Text Cast Member
- Changing the color of a Text Cast Member
- Changing the color of a Text Sprite
- Aligning text margins
- Kerning the entire Text Cast Member
- Kerning individual text selections
- Changing text Line Spacing
- Reformatting text with the Text Inspector
- Anti-Aliasing text
- Converting regular Text or Field to a bitmapped text
- Speeding the text display in the movie
- Importing text
- Embedding a Font
- Creating Field on the Stage
- Creating Field in the Field Window
- Making a Text Cast Member editable during the movie playback
- Making a Field Cast Member editable during the movie playback
- Making Fields editable during a certain range of frames
- Setting text for Hyperlinks

Module 4 Animation And Media

Tweening

- Applying Tweening
- Moving Keyframes in the Score
- Tweening a Sprite
- Clean Tweening

Ink Masks and Onion Skins

- Creating Ink Mask
- Creating Onion Skin

Motion

Path of a Sprite

- Viewing and Adjusting the Path of a Sprite
- Adding a bend to a Tweened Path

Recording

- Using Step Recording
- Using Real-time Recording

Animated Sequences

- Constructing Animated Sequences
- Exchanging a Cast Member within a Sprite
- Using Reverse the Animated Sequence
- Using Looping Film
- Using Real-Time-Recording with Looped Film

Flash Movies

Using a Flash Movie:

- Setting options for your flash cast member:
- Using Media Options for a Flash Cast Member
- Using Playback Options for a Flash Cast Member

Digital Video

- Importing Digital Video
- Previewing a Digital Video
- To preview an imported AVI movie:
- Setting Digital Video Properties
- To prepare the properties for the digital video cast member within the Property - Inspector:
- Setting digital video sprite properties
- Editing Video
- Reordering a sequence
- To copy and paste digital video frames:
- Setting animated GIF options

Sound

- Using Importing Sound
- Creating Internal Sound Cast Members
- Linked External Sounds
- Importing Formats
- Volume
- Placing Sounds in the Score
- Loop a sound
- Using a Song throughout an entire animation
- Extending sounds
- Using cue points to animate sound
- Compressing internal sounds
- Linking to External Shockwave Audio
- Create External Shockwave Audio Files

Streaming Audio Or Mpeg 3 Files

Set Linked Sound To Stream

- Using the SWA Cast Member Properties
- Streaming a linked Shockwave Audio or MPEG 3 sound

Assembling and Playing Movies

Adding Cast Members To The Score

Adding Behaviors To The Score

Control Panel

- Using the Control Panel
- Opening the Control Panel:
- Rewinding the movie to first frame:
- Stopping playback
- Starting Movie Playback
- Setting the volume
- Stepping forward
- Stepping backward
- Stopping/Starting loop playback
- Play only part of a movie
- Jumping to a specific frame

Movie Tempo

- Setting the Movie Tempo
- Setting a new movie tempo

Target Tempo Vs. Actual Tempo

- Using target tempo and Set Tempo
- Setting the tempo
- Changing the Actual tempo units
- Changing the actual-tempo display

Locking Playback Speed

- Establishing a tempo
- Locking the playback speed

Pauses in a Movie

- Setting pauses in a movie
- Setting a pause in a movie
- To set a pause in a movie

Transitions Within Scenes

- Using Scene Transitions
- Setting a Transition
- To set a transition

Module 5 Director Publishing and Advanced Options

Lingo Scripting

- Basic lingo concepts
- The script window
- Objects and properties
- Behavior and cast scripts
- The message window
- The object inspector
- Local and global variables
- Handlers
- Movie scripts
- If, then, else
- Sound lingo
- Movie in a window
- Communicating with Flash
- QuickTime movie lingo

ShockWave Web Interaction

Using Shockwave

Playing a Shockwave Movie

- Playing a Shockwave movie for the Web
- To play a Shockwave movie on the Web:
- Playing a Shockwave movie on your local system
- Setting a Shockwave movie to play through once
- To set a Shockwave movie to play through once:
- Specifying a browser for previewing a movie
- To specify a browser for previewing a movie:
- Previewing a Shockwave movie in a browser from Director
- To preview a Shockwave movie in a browser from Director

Changing a Movie To Shockwave

- Generating a Shockwave movie
- Generating and viewing a Shockwave movie

Organize Files for Web Delivery

Hyperlinks

- Creating a hyperlink using Behaviors
- Creating a hyperlink using Library Palet
- Creating a hyperlink using Text Inspector

Standalone Projector and Publish Settings

The Projector

- Creating the Projector
- Projector Options window
- Publish Settings window

Publish Settings

- Using Formats settings
- Using General settings
- Using Shockwave settings
- Using Compression settings
- Using Shockwave Save settings
- Using Image settings
- Default Publish Settings

Xtras

- Using Xtras
- Using Xtras with the Shockwave Player
- Using Movie Xtras
- Managing Xtras
- Programming Type Xtras
- Using Basic Xtras
- Using Headless Xtras



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DOEACC CENTRE CALICUT
POST BOX NO.5,
NIT CAMPUS P.O. CALICUT 673601
KERALA

☎ 0495 2287266
Email: info@doeaccalicut.ac.in
Web: doeaccalicut.ac.in