



Adobe Director: Level 3

In the Director: Level 3 course, you learned techniques for creating basic Director Movies. In this course, you will add the power of Lingo—Director's scripting language—as well as 3D content. Using Lingo, you will explore the possibilities for creating a truly interactive experience for your movie's end user. You will create Lingo-based animation, use variables and lists to store data, and control how the movie responds to user interaction. To achieve these goals, you will acquire programming skills that will help you structure, test, and debug Lingo code effectively. Three-dimensional content can bring your flat, 2D Director movies to life. You will use 3D within Director to add 3D media objects to existing movies, build

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interactions into a 3D product demo, animate a 3D model, and enhance your 2D movies with particle systems and character renderers.

I. Course Specification

Duration 24 hours

Pricing: 490 L.E.

II. Target Student

Anyone who has experience using Director, wants to learn more about the software's capabilities, and who may or may not have much experience working with its scripting language or 3D features, is an ideal candidate to take this course.

III. Prerequisites

To ensure your success, we recommend you first take the following Element K course or have equivalent knowledge:

- Director: Level 1

IV. Delivery Method

Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

V. Benefits

Students will add power to their interactive movies and animations through more advanced use of Lingo. They will also incorporate Director's 3D capabilities into their movies, bringing their once two-dimensional creations to three-dimensional life.

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VI. What's Next

Director MX: Level 2 is the last course in this series. Students wishing to learn to use another Adobe animation tool may wish to take Flash: Level 1 course.

VII. Hardware / Software Requirements

You will need:

- At least 128 MB of RAM.
- At least 100 MB of free hard disk space.
- An Intel Pentium II or faster processor.
- Microsoft Windows 98 SE, Windows 2000, or Windows XP.
- A 1024 x 768, 16-bit (thousands of colors) color display or better.
- A CD-ROM drive.
- Adobe Director MX.
- The latest version of Apple QuickTime.
- The latest version of the Shockwave plug-in for Web browsers.
- (Recommended) The latest version of Microsoft DirectX or OpenGL and a 3D accelerator.
- At least 8 MB of video RAM for 16-bit usage on hardware-accelerated 3D graphics.
- At least 16 MB of video RAM for 24-bit usage on hardware-accelerated 3D graphics.
- Speakers or headphones to listen to sounds.
- Direct Sound-compatible sound card.
- The latest version of a Web browser of your choice (such as Microsoft Internet Explorer or Netscape Navigator).
- A functioning Internet connection.

VIII. Performance-based Objectives

- Utilize Director's scripting language—Lingo—to manipulate elements of a movie.
 - Write Lingo scripts that can control the motion of sprites.
 - Manage data collected by viewers who interact with a Director movie.
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- Use the Director 3D authoring environment to create movies that incorporate 3D content.
 - Create and publish an interactive 3D product demo.
 - Develop a movie with a more realistic and appealing quality by incorporating animation and particle systems.

IX. Course Contents

Lesson 1: Lingo Scripting Concepts

- Topic 1A: Lingo as a Language
- Topic 1B: Mechanics
- Topic 1C: Lingo Keywords and Vocabulary
- Topic 1D: Putting it together

Lesson 2: Real-world Lingo Scripting

- Topic 2A: Planning Scripts Based on Objectives
- Topic 2B: Navigation Scripts

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Lesson 3: Data Management Using Lists

Topic 3A: Creating Radio Buttons and Check Boxes

Topic 3B: Lists, Symbols, and the on Startup Handler

Topic 3C: The Debugger Window

Topic 3D: Creating Loops and Calling Custom Handlers