



Don Bosco Institute of Technology, Mumbai – 400070



Department of Computer Engineering

REPORT ON FLASH WORKSHOP

Title : Flash Workshop

Date : 30th July, 2020.

Time : 11:15 AM to 1:15 PM

Venue : Zoom Meeting (Online)

Zoom Meeting Details:

"DBIT COMP is inviting you to a scheduled Zoom meeting.

Topic: ACM-Workshop on Flash

Time: Jul 30, 2020 11:00 AM India

Join Zoom Meeting

<https://us02web.zoom.us/j/82753565641?pwd=Q0JTZE1MZnpdT1pTNnpoNkt5Mkg5QT09>

Meeting ID: 827 5356 5641

Passcode: 678902

Participants : Third Year Computer Science Students of DBIT.

Registered : 78

Participants on Zoom : 78

Mentors for the workshop : 1. Grejo Joby (TE DBIT computer science student)

2. Hariharan Iyer (TE DBIT computer science student)

Organizing Department / Committee / Authority : ACM Student Chapter & Department of Computer Engineering

Faculty Co-ordinator: Ms. Sana Shaikh and Ms. Mayura Gavhane

Objective :

- To raise the bar of the students of third year and make them familiar to Flash.
- To help them make their own animations.

Outcomes :

- Students are able to make a basic animation video in a 2D scale.
- Students have the basic understanding to design on their own using Flash.

Report :

In order to strengthen the designing and animation skills of our students, a Flash Workshop was scheduled on 30th July 2020. Mr. Hariharan Iyer was selected as the mentor for this workshop due to his Designing skills.

The workshop started of with Mrs. Mayura beginning of with a small message. Grejo Joby then tool over the platform and Introduced the basic things related to Flash, its history in the animation field and the ups and downs its facing. He ended with clearing out the question which was in a sense in everyone's mind 'Why to learn Flash when there are better softwares?'

Once the students were accustomed to knowing about Flash and its advantages Mr. Hariharan took the lead and started of with the Practical session. In the beginning he went over the basic tools and functions of Flash. As he advanced in the topic, methods such as animation effect, motion effects, shape effects, motion twins,etc were taught to the student. Once everyone had a idea on how to proceed in a animation world, Mr. Hariharan gave a example of one of his projects. A doubt session was put up for all those who had a questions to ask of.

Mrs. Mayura ended the workshop asking for a feedback for the workshop and a message.

Pictures :



"Steve Jobs was notoriously blunt about products he found wanting, but his attack on Flash - Adobe's popular technology for playing multimedia content inside a browser - was particularly vicious. Claiming it was buggy and insecure, Jobs banned it from the iPad."

Where is it used?

01

Animations

Flash is used to make animations for movies, cartoons, websites and other media.

02

Internet Applications

To make websites interactive and animated. YouTube is based on Flash.

03

Desktop Applications and Games

Many of the famous old games are made using Flash.

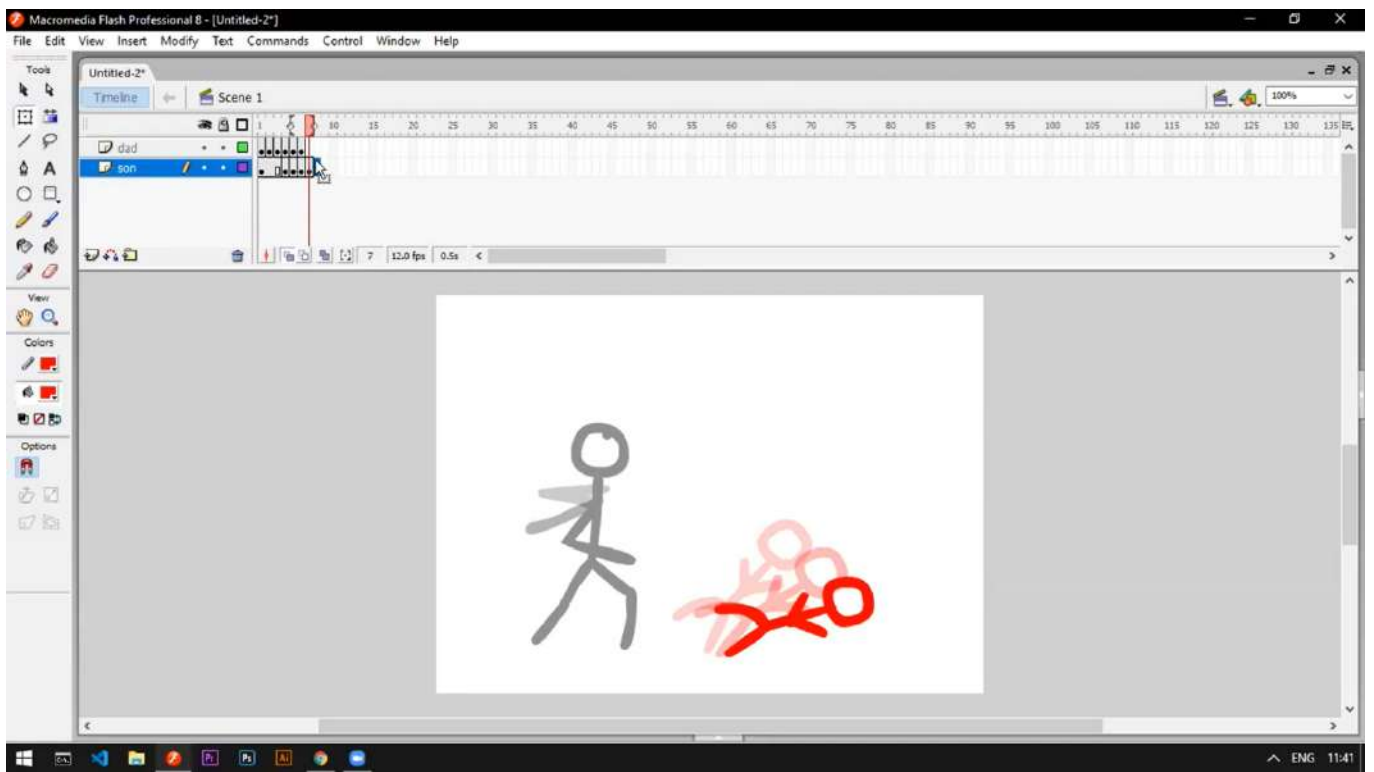
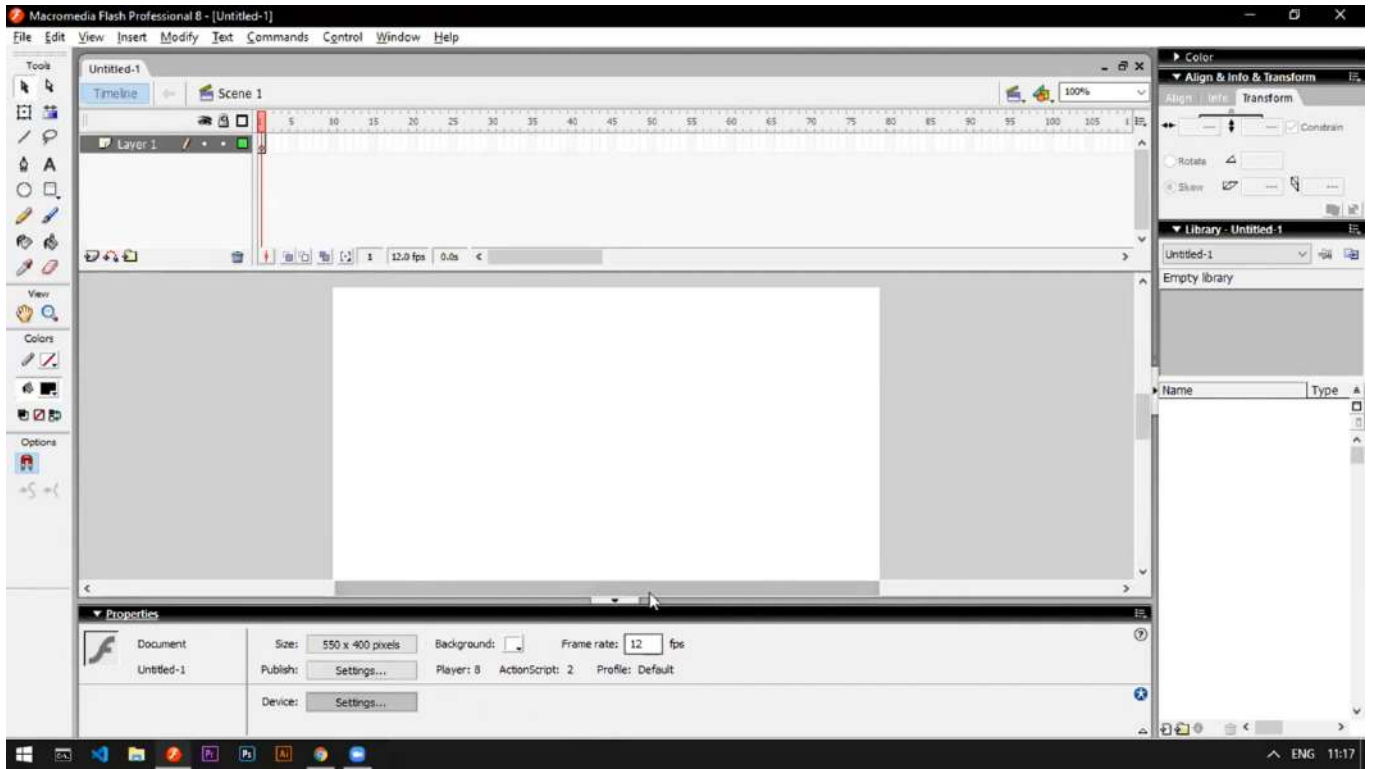
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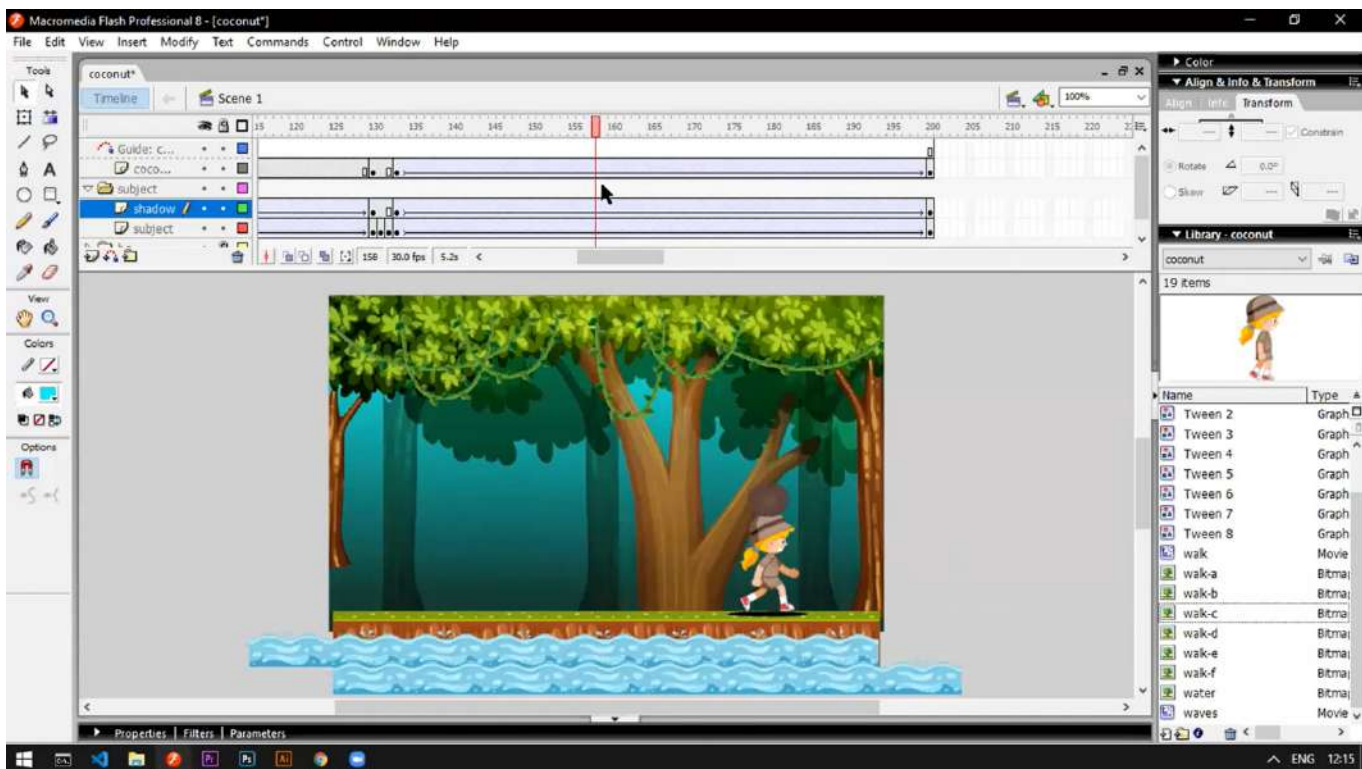
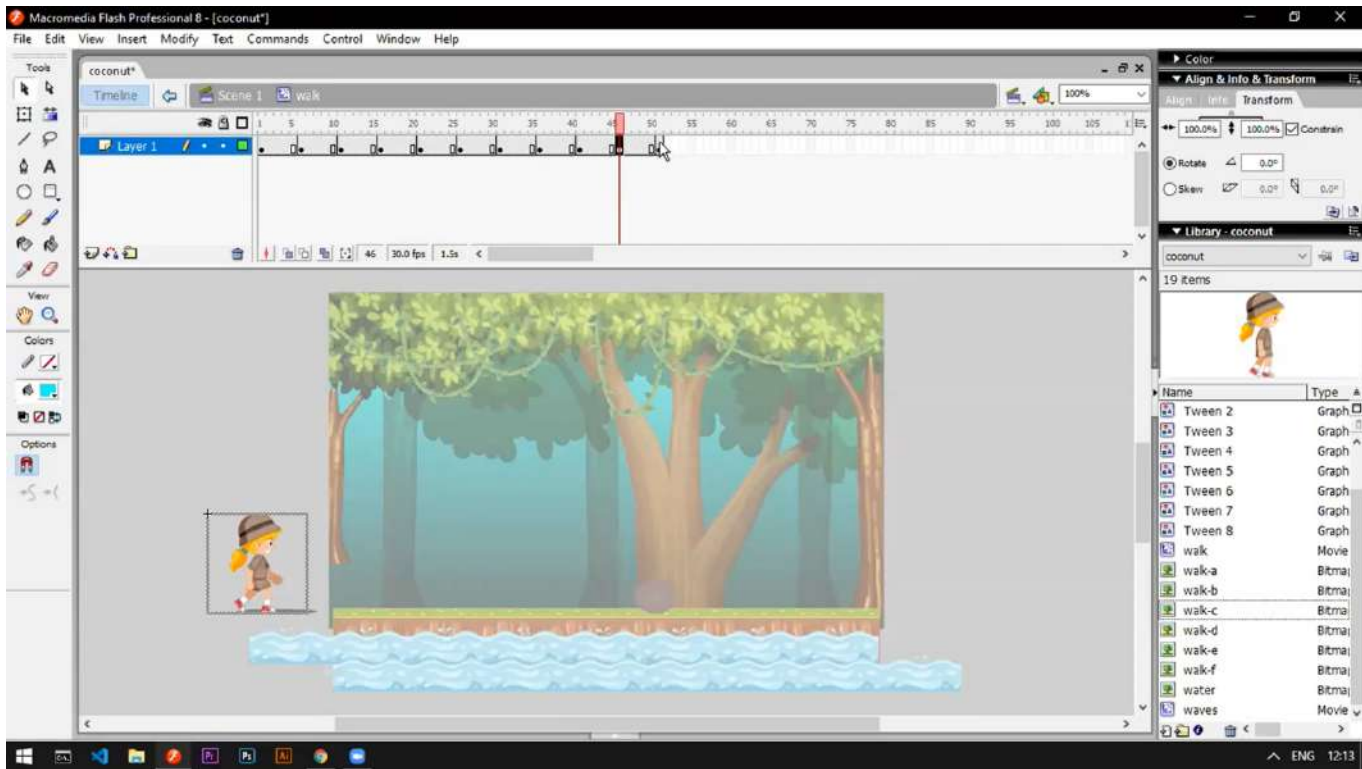
Vector Graphics and Raster Graphics

Graphic designing is another use of Flash.

PRACTICAL TIME

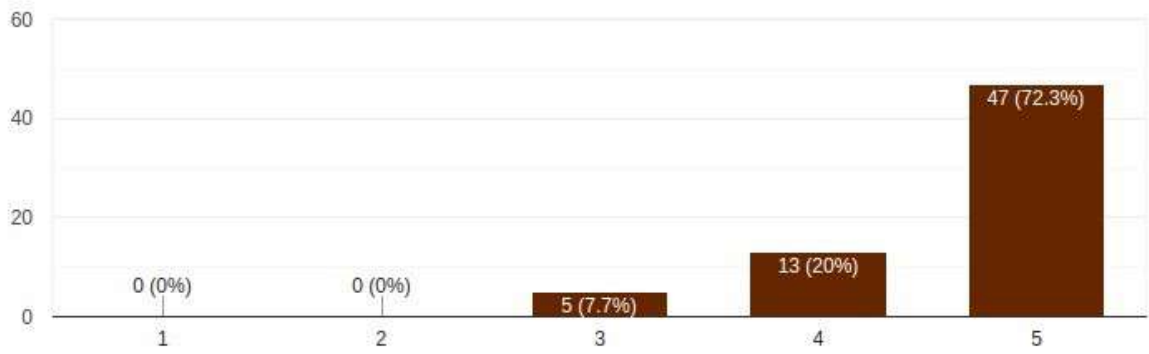
Over to you Hari...





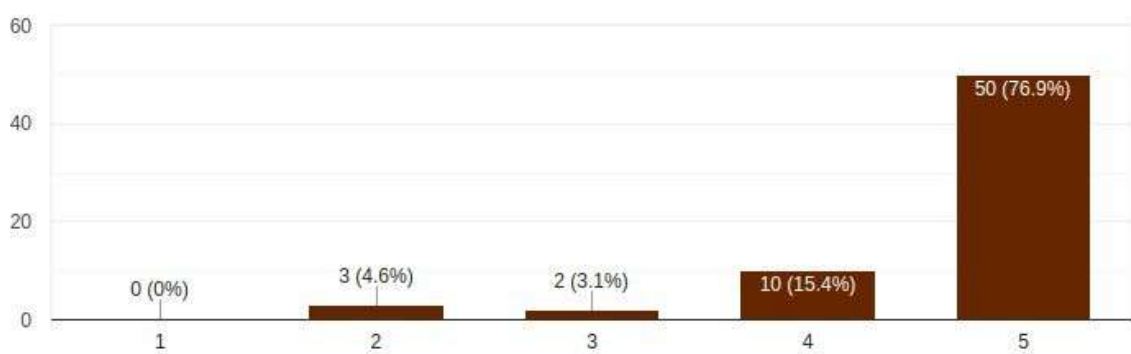
The session gave proper insight about Macromedia Flash?

65 responses



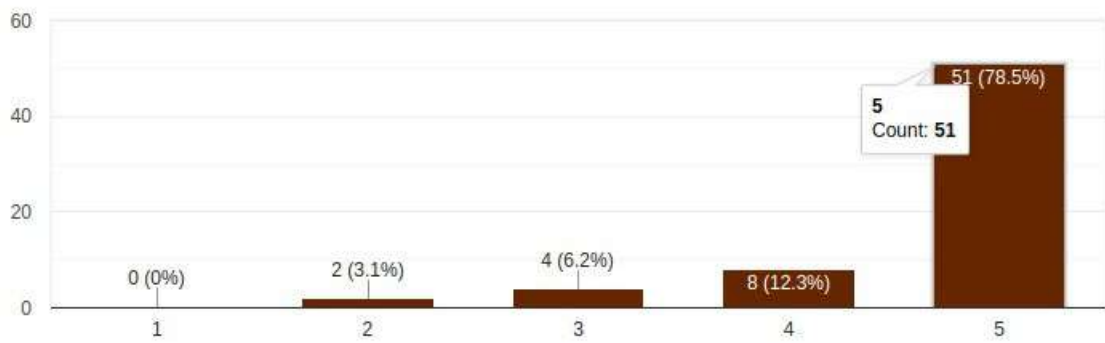
The session was engaging and practical?

65 responses



To what extent are you satisfied with the delivery of the session?

65 responses



Report Prepared by :

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Report approved by:

Ms. Sana Shaikh
(HOD, Computer Department)