

Flash Animation

The goal of this assignment is to produce a short animated movie file using basic animation and techniques with Flash. Your animation should convey some idea of transformation, which could be narrative, conceptual and/or abstract. You should produce something, which shows your control over the software.

Recommended minimum tutorials from Lynda.com
1-7, 12, 15-16

Project 15 points

Objective:

- Create a 30 sec to 2 min animation

 - Final file should be in a QuickTime format.

 - Animation can loop or have looping/repeating components

- Must use BOTH motion and shape tweens in the production of the work

- Must have SOME audio, but the audio can be minimally applied

- Must have a title and name in the finished work

Note: you can use Imovie (or Final Cut Pro if you are familiar with it) to compile several Flash animations together into a final Quicktime file. Keep in mind that a Flash animation must be what “drives” the project, but other software such as Illustrator, and Photoshop can be used as well.

FYI –

Flash is used not only for animations, but for flash games, website development, and optimizing media such as video for the web.

These are the links to the super cool flash games:

<http://amanita-design.net/samorost-2/>

<http://amanita-design.net/samorost-1/>

<http://machinarium.net/demo/>

DUE by start of class 11/12

Grading Rubric:

50% Technical: meets assignment guidelines and shows control over software

25% Creativity: creative engagement and or concept with flash

25% Concept: Be able to give a short explanation in class. Final product should have a clear focus married to the creative and technical execution.

Modify > Document>

this controls the size of you documents detentions & frame rate (speed of frames per second) use 640 X 480 and 30 fps so you could integrate this into a video file.

timeline = frames over time

canvas = "scene"

library = symbol storage - when importing images into flash they go to the library.

When you make a symbol it goes into your library.

layers - each layer can have as many elements as you want but for more control think of breaking down your project into layers depending on their function/movement. Example: if you want a background to move across the frame to suggest motion and all the elements in the background will work together, then the background should be all on one layer. If you have a character that you want to imply is walking, then the legs of the character should be on a different layer than the body so you can make them move independently of each other.

Insert >

frames- continuous frames are added to the cursor in the timeline

Keyframes - are single frames but you can add a keyframe later in the timeline and flash will add frames a break and then a keyframe.

symbols - your object must be a symbol to apply a motion tween - you must break them apart to manipulate their shape. Symbols live in your library so you can always place a duplicate symbol into your canvas. If you edit your symbol within the library you will permanently change the object. Text is a symbol until you break it. After it is "broken" it can be manipulated like an object, but can no longer be used with the type tool.

shapes - allow you to manipulate the object as a vector graphic. If you make it a symbol it will then live in your library. You will have to then break it apart to manipulate it again

shape tweens - changes the shape or form of the object over time/frames averaging the change between the two objects. The second object is in its own single keyframe.

motion tweens - changes the placement of the symbol over time/frames. This takes place within a series of set frames. You can apply the motion tween and then move the object. You can only use symbols for motion tweens.