ARTV 2301 2D Animation I with Flash
Spring 2007
PROJECT 2 Due Date: Tuesday, February 20th, 2007
Storyboards – DUE February 13th, 2007

Houston Community College System • Southwest College • West Loop Campus
Program: Digital Communication
79064 ARTV 2301 2D Animation I with Flash 9:30AM 11:30AM TuTh WLOP 135
79065 ARTV 2301 2D Animation I with Flash 5:30PM 9:30PM Tu WLOP 135
Start Date: Tuesday January 17th • End Date: May 9th, 2007
Final Presentation May 2nd & Exam May 9th

Instructor: Carolyn Tan
Telephone: 713-718-7896
Email: ctan@e-wdc.com
URL: http://swc2.hccs.edu/tan/FlashSp07/index.html
Office Hours: T/Th 7.30-9.30am

Project objectives & goals

To be able to create simple animations with Flash 8. Upon completion of the project, you will understand how to create motion graphics utilizing the following techniques:

1. Frame by frame animation,
2. Morphing/shape tweening and
3. Moving objects with various animation settings such as positioning, rotating, spinning, scaling, color changing, and fading.
4. Organize work effectively
5. Design and utilize storyboards & comps as part of the design process
6. Review & apply design principles learned from previous classes
7. Create Auto run CD

Project Directions

Create the following animations. Place each animation technique on a different scene (Total 6 scenes) and name your scenes, OR you may mix techniques in different scenes. Be creative! Storyboard, & draft your ideas on paper.

1. Animating with geometric shapes – lines, geometric shapes such as oval, rectangles, polygons.
   (Growing lines, rotating shapes, Increase/Decrease of objects, etc)
2. A bouncing ball or any circular object with shadow effects
3. Forces of nature: Thunderstorm, Rain and Lightning, Smoke, and/OR Fog
4. A spinning oval shape, coin or letter O (NOT FLIPPING)
5. Animated Text: Reminder - DO NOT USE 3rd party software (Could be used as Titles and Credits for opening and closing scenes and/or labels for each scene)
6. A sample of animation using timeline effects (Personal Research/Discovery)

Try to create your animations as realistic as possible. All animations are to be on the main timeline/scenes (STATIC, & ANIMATED GRAPHIC SYMBOLS & MOVIE CLIPS). You may also use sounds (not required) if you wish. Audio techniques will be covered in the next lesson.

Note that you may be reusing some of these animations for Project 3, so make back up of your files.
Techniques required:

Planning Stage
- Storyboarding/Drafts/Sketches of your ideas

Flash 8 Technical Application
- Use of graphic symbols (static & animated) in libraries
- Frame by frame animation
- Motion and shape tweening with color, gradient, positioning, scaling, easing in/out
- Use of Motion Guides
- Timeline effects

Design Elements
- Design elements – aesthetic interface (clean and organized) with Name and Date, graphic design applications (learned from Basic Graphic Design or 2D Interface Design)
- Color Theory & Application (Utilize one of the harmonic schemes such as monochromatic, achromatic, analogous, OR primary or secondary color sets)

Final Production
- Package & submit finalized package with given instructions

You may use the combine techniques on the different animations. Your goal is to discover which technique type would be best used for the different animation types.

2. Save your working document – FLA & Publish the FLA as EXE, HQX, HTML & SWF.
You should have a total of 5 document files.

Web Students - Upload your completed assignments (HTML and SWF files) to your website and email your instructor (ctan@e-wdc.com) the URL link of your completed assignment BY THE DUE DATE.

Web, Advertising Art & Multimedia Students - Create an auto run CD with a simple design cover.

BOTH groups BURN YOUR FILES TO A CD. Hand in your CD on the due date. Label your CD. CD must be in a CD sleeve or CD case. Be sure that ALL 5 files are in a folder with your name to be handed on the DUE dates.
### Grading Criteria (Rubric) for Project 2

**Student Name:**  
**ID:**

**Excellent = 4-5; Average = 2-3; Need Improvement (NI) =1; Unsatisfactory (U) =0**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Points</th>
<th>Comments</th>
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<tbody>
<tr>
<td>Layer organization with names &amp; 6 named scenes</td>
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<tr>
<td>Animated geometric shapes (lines, rectangles, ovals, etc)</td>
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<td></td>
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<tr>
<td>Bouncing ball (Oval shaped object) with drop shadow</td>
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<td>Forces of nature (Option 1)</td>
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<tr>
<td>Forces of nature (Option 2)</td>
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<td>Spinning coin/letter 0 (NOT FLIPPING)</td>
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<td>Radiating circles</td>
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<td>Animated Text</td>
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<td>Imported bitmaps with compression within Flash</td>
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<tr>
<td>Motion tweening with color changes, rotation, scaling, positioning, opacity changes</td>
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<td>Shape tweening with morphing shapes, and alpha changes</td>
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<td>Use of guide layer &amp; motion guide</td>
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<tr>
<td>Frame by Frame animation</td>
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<tr>
<td>Static &amp; motion graphic symbols &amp; Movie Clips – organized library items with names</td>
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<td>Technical challenges (FTP/CD Burning etc)</td>
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<td>Required files (FLA, EXE, HQX, SWF, HTML) organized in one folder and named correctly. Example “YourInitials_FileName” CD is handed in correct format and requirement HANDED IN STORYBOARDS</td>
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<td>HANDED IN STORYBOARDS that shows progress of work</td>
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**Web Students:** Uploaded project to website & emailed instructor. Link to URL works? Created Autorun CD

**Multimedia Students:** Created Autorun CD with Design Cover

**DESIGN: Excellent = 25-30; Good = 18-24; Need Improvement (NI) =1-17; Unsatisfactory (U) =0**

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<tr>
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<tr>
<td>Attention to design detail (alignment, clean interface)</td>
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<td>Design/Color application &amp; Animation Creativity</td>
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**SECTIONAL TOTAL (120 points)**

| Project Score in % |