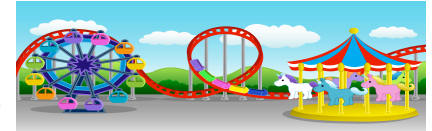




Carnival Games - Gradesheet

110 pts.



Students will be design and build a Flash animation which will appear on "Devil's Digest"

1. Storyboard (10 pts)	You have a choice of two types of Carnival Games that you may submit (these are the easiest to create): 1: Race – take a look at the examples of cars, rockets, planes, lawn mowers, etc. you must include a minimum of three different vehicles (eg. car, plane, rocket, boat, etc.). These vehicles should be different colors. The race should occur in front of at least 3 different scenes (backdrops); view the examples provided to you on the class website. 2. Shell Game – take a look at the "Devil & Cones", "Card Games" "Moving Hats", etc. You must include a minimum of 3 cards or shells (cones, hats, etc.). <i>A Shell Game is easier to create than a race...I recommend you create a shell game.</i> Draw and submit a storyboard. Everything in the animation must be reflected in the storyboard, or points will be taken off. Students are allowed to edit the storyboard as you build your animation. I must authorize your game prior to you beginning to build it. You must have a minimum of 3 "Shimmy Shammys" in your shell game.
2. Images – Backdrop (5 pts)	You have been taught how to create, compress and export an image with Photoshop (!Always export your images as .png files when they are to be used in Flash!) If you are creating a race, go to Google for your 3 backdrops. Create a folder on the desktop called "YourName_CarnivalGame". Copy the images to the folder.
3. Open Flash & Resize the Stage. (5 pts)	Open Flash. Save this file to the folder you created on the desktop. Increase the size of the Stage: MM/Modify/Document, and increase the dimensions to width:1100 px and height: 700 px. Nicely line up all items on the stage. Turn on the Ruler, Guides and Grid: MM/View/ Ruler & Grid & Guides.
4. Import to Flash Library Symbol to Stage (5 pts)	Import to Flash Library: Remember to always import the image to the Library and then bring the Symbol onto the Stage. Resize the image if it is necessary. (Note: Flash will only import .png files – other files, like .gif, will not be recognized.)
5. Layers (5 pts)	Create a Layer for each item on the Stage – including all text.
6. Add Text (10 pts)	Your Carnival Game must include text clearly explaining what the viewer needs to do, AND, if it is a card or shell game, there must be a three second count down followed by the word, "Guess?"
7. Motion (30 pts)	<ul style="list-style-type: none"> • If you create a Shell Game or a Card Game, then you must include a minimum of 3 cards or shells (cones, hats, etc.). You must have a minimum of 3 "Shimmy Shammys" in your shell game. • If you create a race, then you must include a minimum of three different vehicles (eg. car, plane, rocket, boat, etc.). These vehicles should be different colors. The race should occur in front of at least 3 different scenes (backdrops); view the examples provided to you.
8. Frame Timing (5 pts)	When creating motion, or even when presenting text, select an appropriate number of frames so that the viewer can have a chance at guessing the winner and not become frustrated. In other words, don't make it to fast, nor too slow.
9. Length of Time (5 pts)	Your game shall be no shorter than 20 seconds and no longer than 30 seconds.
10. Export to a Folder (5pts)	Export your animation to the folder you created on your desktop (MM /File /Export /Movie / 'Format': Quicktime). Title your game: "CarnivalGame_YourName." Also export to the folder created for you in "RLS Multimedia." <i>View the Training Video created for you that explains how to export your Flash animation so that it can be imported later into a film.</i>
!STOP!	
Next, you will be taught how to edit films in Final Cut Pro. Then, you will be taught how to import your animation into Final Cut so that you can add audio and export it as a movie.	
A. Music (5pts)	Add a music file to the desktop folder. The music may not have lyrics. Have the sound match your games look and feel.
B. Assemble Video in Final Cut Pro (15 pts)	You are going to assemble your Carnival Game in Final Cut Pro All the pieces necessary to make your Carnival Game need to be in the desktop folder you created. Open Final Cut and create a new project. Call it "Your Name_CarnivalGames." Import your Flash, LiveType, and Music Files. Begin building your Carnival Game. You will export the final game to a folder on your desktop: MM/File/Export/UsingQuicktime/ Title it "FinalCarnivalGame_YourName".