Flash: "Endangered Animals" Animation
Skill Performance – 80 pts.

Students will be taught each of the skills stated below by recreating a Model Flash Animation. Students are provided with the model animation and the timeline to reference as they recreate the model. This grade sheet matches all three of these resources and is designed to assist them as they rebuild the Model.

1. Retrieving Files From The 'RLS Multimedia Server.'(5 pts)	1a. Download the "ModelFlash_EndangeredAnimal" Folder from the "RLSMultimediaServer" to your desktop.
2. Open File & Create a Stage. (5pts)	Click on the Flash icon on the dock. After it opens, go to: MainMenu/File/New(FlashFile3.0). You will be viewing the Flash interface: Timeline on top, Stage is in the middle, Properties are at the bottom, Tools on left. You need to increase the size of the Stage, so go to: MM/Modify/Document, and increase the dimensions to width:1100 px and height: 700 px. (Note: the green button will center the Stage on your page).
3. Organize the Stage. (5pts)	Turn on the Ruler, Guides and Grid: MM/View/ Ruler & Grid & Guides.
4. Add Images to the Library. (5pts)	Import the images to the Library. The Library will automatically convert .png files to a Symbol – A Symbol will allow you to use an item multiple times in the project. Take the time to title the images and Symbols in the Library. (Note: Flash will only import .png files – other files, like .gif, will not be recognized)
5. Layers / Drag Images Onto The Stage / Resizing Images (10pts)	Create a Layer for each image on the stage. Notice the Keyframe becomes black.To change the size of an image, either select the layer that the image is on or the actual image (you will see a blue box appear). Then, MM/Modify/Transform/Scale.

6. Motion & Multiple Images / "SAVE AS!" (30 pts)	6a1. Add the salmon multiple times to the animation & make it move. (10pts)
	    You have been provided with both a 'Model Timeline' that shows exactly when and how to move the images. You have also been provided with the final 'Model Animation' (file) for you to view and an online link.
	    Just remember: place a 'Keyframe' (black dot) on the timeline where you want an image or text motion to begin. Then place a second 'Keyframe' on the timeline at the moment you would like the motion to stop.
	    Adding Motion: the first keyframe represents the starting point, so click on that keyframe and move the image for that layer where you want it to start. Then click on the second keyframe and move the image on the stage to the point that you want it to end its movement. Then click any frame between these two points, right click and select "Create Motion Tween." Test by dragging the playhead.
	6b Save Time..."**SAVE AS!**"Create 1 comprehensive file then 'SaveAs' the two files that are being seen in the Model that you are recreating. Title them:"1.Indian Girl" and "2.Eagle." Place in a folder on your Desktop called: "FlashAnimation_Model." Finish by adding motion to the Eagle.(20pts)

7. Oops, I Messed Up! Working With Frames & KeyFrames.	7a. Edit Undo. 7b. Removing Frames. 7c. Keyframes and Blank Keyframes
8. Export A Video File (5pts)	8a. Export 2 video file from each of your Flash Animation Files ("1.Indian Girl" and "2.Eagle.") into a Folder on Your Desktop called "FlashVideo_Model."
9. Tips To Help You Get Started With Your Animation... (15pts)	• Write down how long it takes you to read the script for each of the scenes in your animation. This is the length of time each scene will appear in your animation. Create a name for each of your scenes. Write them on this Gradesheet. Then write the length of time next to it. (5pts.) • Open your Background Drawing image with Photoshop. <u>Before you import it onto a canvas</u>, resize the Background Drawing image you created to Width:1100px x Height: 700px. Click Save.*(See the video!)* • Create a "New" Photoshop File and make the canvas Width:1100px x Height: 700px, transparent, RGB. Bring your Background Drawing image onto this canvas. Take your time cleaning up & editing the image. When you are done, convert and export this image (and all your images) as a .png file and save it to a folder on your desktop called "Images_ForMyAnimation." *(See the video!)* (10pts.)