

Computing Unit 7.3

Flash Animation



Homework Booklet

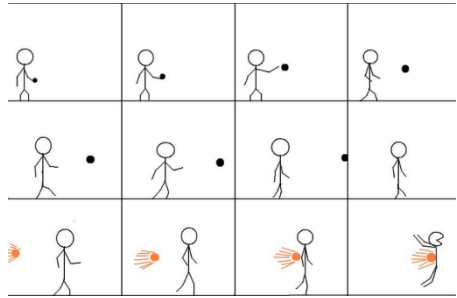
Name.....

Teacher.....

Lesson Time

Homework 1 – Classic Animation

Find definitions for and examples of the following classic animation techniques:

	Definition	Example
Flip book	Doing a slightly different drawing on each sheet of paper, then flicking through them quickly so that it looks like the still images are moving.	<p>Stick man animation</p> 
Claymation/ stop motion		
Cel animation		
Computer generated animation		

Homework 2 – Key Terms

Define the key terms for this unit below.

Key Term	Definition
Animation	
Tween	
Timeline	
Frame	
Layer	
Decomposition	
Abstraction	

Homework 3 – What have you learned?

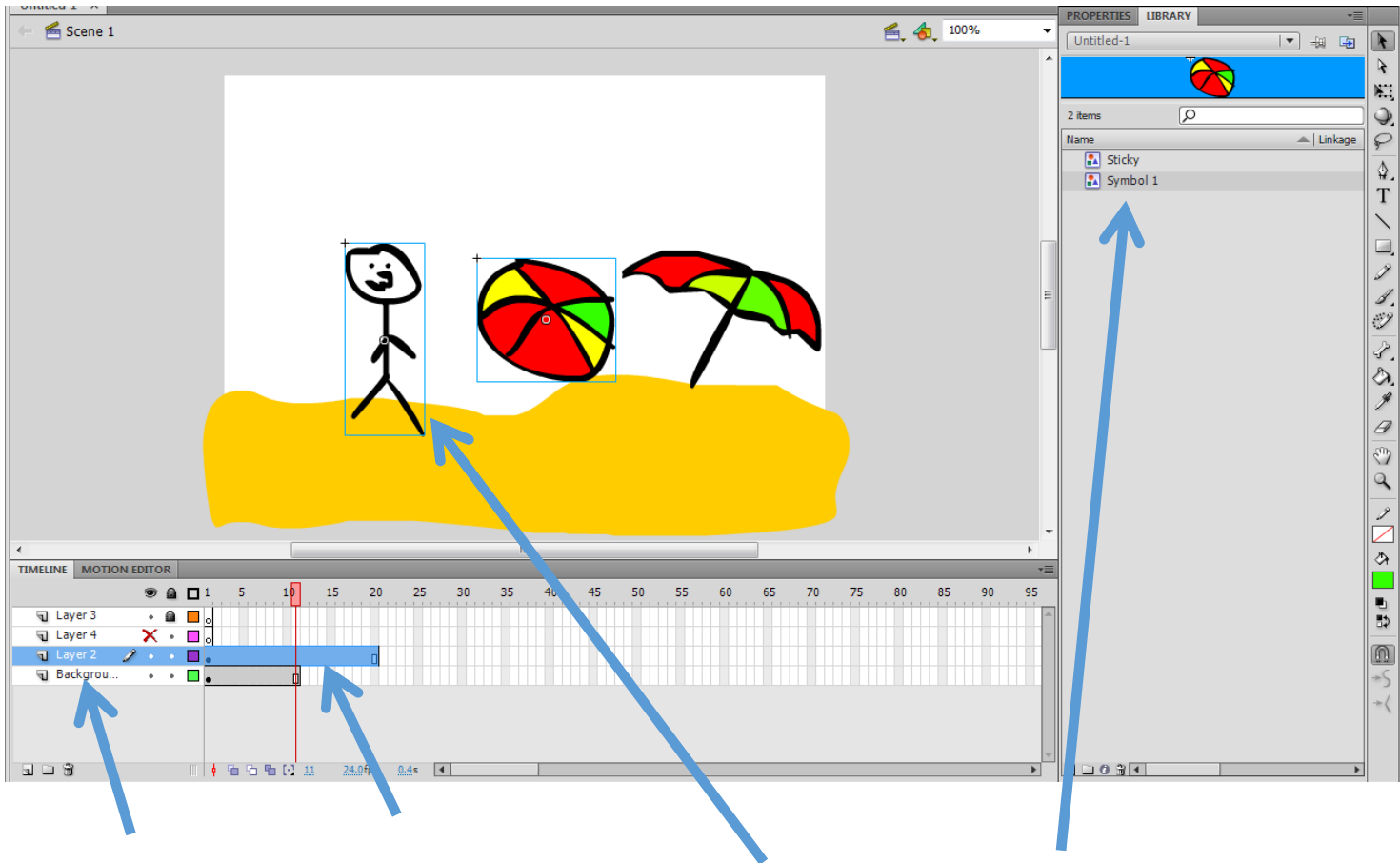
Make a Product that explains everything you have learned in flash so far, this could be based around a number of different things:

- How to perform animation
- What the keywords mean associated with flash
- Some of the techniques and tricks you have learned

The aim is to demonstrate what you have learned and produce something that highlights the key information in a way that someone new to Flash would understand

Homework 4 – Spot the mistakes - Extension Challenge

Your task is to match up the mistakes to the arrows, then answer the questions.



Badly Named Symbols	Badly Named Layers	Frames in the scene not in line	2 symbols on the same Layer
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The author wants to be able to draw on layer 4, why can't he do this?

Can you spot any other mistakes with this animation: