# CISC 110, Assignment 1

Each week from weeks 2 to 6, you will have a Flash assignment that's due. Show your completed work to your TA at the beginning of your lab. During the lab, your TA may ask you to explain to them how and where your assignment work uses each of the required features.

Note that each assignment will be marked out of 5 and is worth 2% of the final mark.

## *Assignment 1*

First, go over the following from the Adobe Flash Professional CS5 text:
  * Lesson 2:  *Working with Graphics*
 You may work on this lesson to whatever extent you find useful before starting on the assignment (fully complete every step, just read it, whatever works for you).

Create your own Flash animation that uses the same features as Lesson 2 in the Flash text that is a simple variation of Lesson 2.  You may create anything you want, as long as it uses the required features (listed below).  For instance, you could do one of the following:

  * Create a different shape of glass, with different color, border, and fill, with a gradient used somewhere else, and with a different symmetrical pattern.
  * Create one or more different objects that use the same features, for instance a volcano that has flame shapes instead of bubbles and volcanic flow instead of water, and that is filled with a fire bitmap you've found on the Web.

To find bitmaps that are legal to use without payment, you can use the search terms "public domain" or "free", as well as the type of image you're looking for, such as "fire", with search engines such as Google Images (go to http://www.google.com/ and then select the "Images" menu item at the top of the page).  Save an image with a right mouse click (Windows) or ctrl-click (Apple) and then select "save as" and save it to the same folder as your .fla file.

Include a credit to show where you obtained your bitmap file from.  (You will also need to show credits for all of your other assignments and for your final project.)

Here is a list of the features you need to use:

  * Draw rectangles, ovals, and lines
  * Create and edit a curve
  * Modify the shapes, sizes, colors, positions, and strokes of the objects you've drawn
  * Use the lasso tool

- Import a bitmap and use it as a fill in an object
- Apply a gradient and a transparency
- Make a symmetrical pattern
- Use a separate layer for each object
- Group elements
- Create text with some special effect
- Create a hyperlink to some web page