

## CISC 110 Assignment 2: Symbols and Animation

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 2***

First, go over the following from the Adobe Flash Professional CS5 text:

- Lesson 3: *Creating and Editing Symbols*
- Pp. 105-109 of Lesson 4: *Adding Animation*

You may work on these lessons to whatever extent you find useful before starting on the assignment (fully complete every step, just read them, whatever works for you).

Create your own Flash animation that uses the same features as Lesson 3 in the Flash text that is a simple variation of Lesson 3. You may create anything you want, as long as it uses the required features (listed below):

- Create and edit some MovieClip and Graphic symbols
- Organize your symbols in the library with folders
- Create multiple instances of some of your symbols
- Import a bitmap and convert it to a vector object
- Organize your timeline layers with layer folders
- Make an object appear later in the animation (instead of all appearing at frame 1)
- Increase the transparency of an object by decreasing its alpha value
- Apply some blending effects
- Apply some filters
- Add some text and position it in 3D space
- Include a Motion Tween