

CISC 110 Assignment 4

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.

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

- Pp. 129-143 of Lesson 4: *Adding Animation*
- Pp. 180-185 of Lesson 5: *Morphing*
- Pp. 289-293 of Lesson 7: *Working with Sound*

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 some of the same features as the lessons in the Flash text to create either an undersea or a space scene, with a sea monster or a space monster of your design (friendly, scary...). As well as the monster that you create, you may use any of the graphics and bitmaps from any of the lessons in the text.

Here is a list of the features you're required to use:

- Create your monster and animate it
- Include a nested animation
- Include easing
- Include at least one shape tween
- Include shape hints to refine your shape tween
- Include a music sound file and some other sound file
 - You can use ones in Flash from Window | Common Libraries | Sounds or from elsewhere
- Clip the ends of a sound file to fit it in part of your animation
- Make a sound file fade in and out
- You can use the Publish Settings options to increase the quality of sound in the music file, but that will also increase your file size.