



### Overview:

In this project, students became animators. They learned how to use Macromedia Flash by animating the story "Out of this World". To begin they experimented with the drawing tools. They then applied this knowledge to create the first scene in the story. Afterwards, they learned how to animate objects using static, frame by frame, motion tweening, shape tweening, and motion paths. They applied their skills to create the action. To make the story more interesting, sound effects were then added to the production. Once students had mastered the basics of animation, they applied their knowledge to produce their own Flash movie.

### Covered Objectives:

- ☞ Consider how the flash program window is similar to other programs.
- ☞ Define animation.
- ☞ Label the parts of flash program window.
- ☞ Open and close the program.
- ☞ Draw a line, oval, and rectangle.
- ☞ Draw freehand using pencil tool or brush tool.
- ☞ Erase a drawing using eraser tool.
- ☞ Fill an object with color using paint bucket tool.
- ☞ Transform shapes.
- ☞ Select a stroke and fill color.
- ☞ Select the brush shape and size.
- ☞ Use zoom tool.
- ☞ Draw the alien and save it to the library.
- ☞ Insert object from library to the stage.
- ☞ add text
- ☞ save changes the file ( out of this world)
- ☞ frame by frame animation
- ☞ insert new scene
- ☞ Insert a keyframe and blank keyframe
- ☞ Select a scene to view using the Edit Scene tool
- ☞ View the animation using the ENTER key

### Activities & Sample Work:

