Assignment:

Animation on the computer can be achieved in many ways. For this project we will be using animation tools available in Photoshop and Flash. Still frame animation (i.e. a flipbook) is comprised of still images which appear to move and change. Each successive image is slightly different from the previous one and the images come to life like a motion picture. For this project you are going to create a digital animated short movie taking advantage of Flash's ability to create motion paths, tweens, changes in color and transparency.

Using a combination of digital photographs, scanned photographs, or digital drawings as a source, you will create an animation that takes the viewer through time and creates a sense of motion across the screen or a transformation from one thing to another, or both. No elements, or appropriated images not created by you will be allowed. All content must be original.

Objectives:

A successful project will:

1. Use still digital photographs, scanned photographs, or digital drawings as a source.
2. Only use original images created or captured by the artist. Sound can be appropriated but must be documented.
3. Show a measured transition over time.
4. Use motion and transformation to realize the potential of animation to its fullest.
5. Demonstrate an understanding of the principles of design.
6. Be completed in the time allotted and follow directions.

Specific Project Requirements:

1. The animation must be at least 30 seconds in length at a frame rate of 12-24 frames per second.
2. Document dimensions should be no larger than 700 pixels per side.
3. The animations must start with a title screen.
4. The animation must end with a credits page displaying the author’s name and any sounds not created by you.
5. Exported from flash as a Quicktime movie.