ANIMATE: Interactive Animation
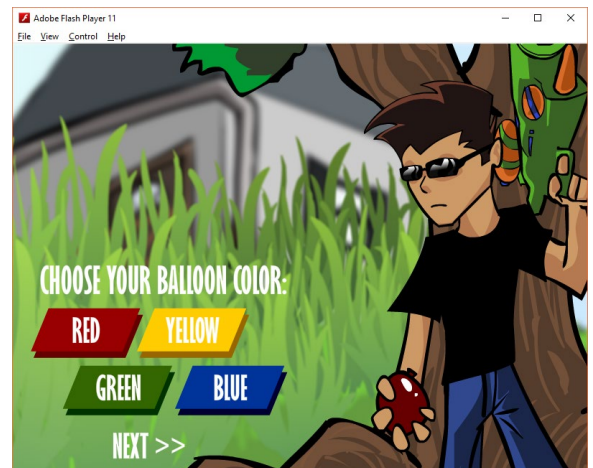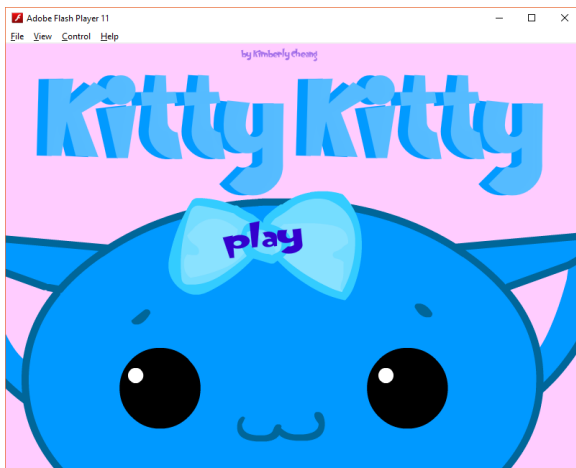Multimedia I

OBJECTIVE

Use ActionScript and MovieClip symbols in Animate to create an original, interactive animation.

TIPS

- ➲ Create the title screen on frame 1; create the play screen on any frame _except_ frame 1.
- ➲ Use Layers to help organize your drawings and symbols!
- ➲ Paste all of your ActionScript onto a separate layer named "Actions".
- ➲ Add a stop action when you want to pause the Playhead on a specific frame.
- ➲ Anything that will be controlled with ActionScript should be a <u>MovieClip</u> symbol.
- ➲ Button symbols should include the "<u>Over</u>" state to help the viewer know it is a button.

WHAT'S NEEDED

- ✓ **Size**: 800 x 600 pixels
- ✓ **Background** (color or drawing)
- ✓ **Title frame** with a <u>button</u> symbol that links to a play frame/screen
- ✓ **Stop action** to pause the Timeline on the title frame
- ✓ Include at least one (1) type of **animation** somewhere in your design _(it does not have to repeat)_
- ✓ No bitmap images allowed in final animation!
- ✓ **ActionScript 3.0:**
  - ▪ **SHOW & HIDE OBJECTS**: at least two (2) MovieClips
  - ▪ **DRAG & DROP**: at least two (2) MovieClips
  - ▪ **GO TO FRAME AND PLAY/STOP**
- ✓ **Sound** (optional)

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	REQUIREMENTS		EXECUTION OF IDEA		UNITY and AESTHETICS	
Mastery	**Included all requirements**. May include detail that shows additional problem solving.	5/4	**No improvement needed**. Explored 5+ ideas before starting. Included all steps of brainstorm and planning. May show expanded thought and new direction of idea.	5/4	**Elements of Art/Principles of Design used show mastery**. May show additional thought and understanding of design composition and unity.	5/4
Approaching	**Missing one (1) or more requirements.**	3	**Could be improved with more thought and effort**. Explored 3+ ideas; could be based on existing idea. Missing 1+ steps of brainstorm and planning.	3	**Most Elements of Art/Principles of Design used work together to show understanding**. One (1) or more improvements could be made.	3
Progressing	**Missing two (2) or more requirements.**	2	**Little evidence of trying anything new.** Explored 2+ ideas; could be based on existing idea. Missing 2+ steps of brainstorm and planning.	2	**Few Elements of Art/Principles of Design used work together to show understanding**. Two (2) or more improvements needed.	2
Not Meeting	**Missing three (3) or more requirements.**	1	**No evidence of trying anything new.** Explored only 1 idea; could be based on existing idea. Missing 3+ steps of brainstorm and planning.	1	**Elements of Art/Principles of Design used do not work together to show understanding**. Three (3) or more improvements needed.	1
NHI	No evidence.	0	No evidence.	0	No evidence.	0