Model Flash

Skill Performance – 100 pts.

Students will be taught each of the skills stated below by recreating a Model Flash Animation developed by the instructor. Students are provided with the model animation and the timeline to continually reference as they recreate the model. This grade sheet matches all three of these resources and is designed to assist them as they rebuild the Model.

1. Download files	Download the "ModelFlash_Devil&Cones" Folder from the "RLSMultimediaServer" to your desktop. Everything you create in this project needs to be stored in this folder.
2. Open File & Create a Stage. (5 pts)	Click on the Flash icon on the dock. After it opens, go to: MainMenu/File/New(FlashFile3.0). You will be viewing the Flash interface: Timeline on top, Stage is in the middle, Properties are at the bottom, Tools on left. You need to increase the size of the Stage, so go to: MM/Modify/Document, and increase the dimensions to width:1100 px and height: 700 px. (Note: the green button will center the Stage on your page).
3. Organizing the Stage. (5 pts)	We want the cones and devil to be evenly spaced on the stage, so turn on the Ruler, Guides and Grid: MM/View/ Ruler & Grid & Guides. **Vertical:**The base of the cones is approximately 12 Grid Squares wide, plus add two squares of separation between the cones…so pull the guides onto the Stage at intervals of 12 & 2 – do this three times. Horizontal: Remember that the cone needs space to move up and down. The cone is approximately 13 squares, so now add horizontal guides to your stage.
4. Add "Blue Devil" image to the Stage. (5pts)	Import the "Blue Devil" image. When you import an image to your project, you have the choice of adding it directly to the Stage or to a storage container called the Library. If you are only going to use the image once (like the devil), you have the freedom to bring it directly to the stage. If you are going to use the image several times, just like the cones in this project, then you need to import it to the Library; the Library will automatically convert .png files to a Symbol – A Symbol will allow you to use an item multiple times in the project. Play it safe, get in the habit of bringing all your images into the Library and converting them into Symbols. Now, take the time to title the images and Symbols in the Library. (Note: Flash will only import .png files – other files, like .gif, will not be recognized)
5. Image Resize & Reorder Layers (5pts)	The devil appears to be too big. To change his size, either select the layer that devil is on or the actual devil on the stage (you will see a blue box appear). Then, MM/Modify/Transform/Scale. Resize the devil to a size so he can hide behind the cone.
6. Add Layers & "Cone" Image. (10 pts)	Create a Layer for each independently moving item on the page. I count 3 cones, a devil and 3 different text statements. Select a Layer, title the Layer (match the Model Timeline), and drag and drop the corresponding image to the Stage. You need to repeat this step for each image you bring to the Stage. Note: you may want to adjust your Snapping settings: MM/View/Snapping.
7. Add Motion (40 pts)	You have been provided with both a 'Model Timeline' that shows exactly when and how the cones, devil and text appear and move. You have also been provided with the final 'Model Animation' (file) for you to view and an online link. Just remember: place a 'Keyframe' (black dot) on the timeline where you want an image or text motion to begin. Then place a second 'Keyframe' on the timeline at the moment you would like the motion to stop. Adding Motion: the first keyframe represents the starting point, so click on that keyframe and move the image for that layer where you want it to start. Then click on the second keyframe and move the image on the stage to the point that you want it to end its movement. Then click any frame between these two points, right click and select "Create Motion Tween." Test by dragging the playhead. • Motion #1: Cones rising and Devil moving under Center Cone. (10pts.) • Motion #2: Cones dropping to their original positions, hiding the Devil; the Devil disappears (blank keyframe). (10pts.) • Motion #3: Cones Shimmy – Shammy. (10pts.)

Created by: John Harrington, RLS Middle School / jharrington@sthelena.k12.ca.us

8. **Add Text:** (30 pts)	1) Add a layer called "Hiding" that states, "Where is the Blue Devil hiding?" (view 'Model animation & Model Timeline). (10pts.) 2) Create a layer called, "ConeABC." Name the cones, 'A', 'B', & 'C'. (10pts.) 3) Create a countdown, '3', '2', '1' '0', then 'Guess?' (10pts.)
9. **Expose the Devil** (10pts)	Raise the cones to expose the devil.

Created by: John Harrington, RLS Middle School / jharrington@sthelena.k12.ca.us