DESIGN **MEDIA** LAB II
Week 10
April 16

Review Assignment 09_Introduction to Flash

Review Progress Towards Final Site

      bring up your site's URL on the teaching station computer

http://sonderbydesign.com/

http://www.ragnarsbym.se/

http://www.explorehq.com/

Review Assignment 09

Flash Skills

Basic timeline animation

What is a narrative?

Basics of storyboarding

Shape tween vs. motion tween

Motion Paths

Movie Clips vs. Graphic vs. Buttons

Nesting movie clips

Type in Motion

Supplemental Tutorials

http://tv.adobe.com/show/learn-flash-professional-cs4/

http://www.adobe.com/devnet/flash/articles/animation_intro.html

http://www.adobe.com/devnet/flash/learning_guide/animation/part05.html

http://www.adobe.com/devnet/flash/learning_guide/animation/part07.html

http://www.adobe.com/devnet/flash/articles/creating_animation_as3.html

http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-11-understanding-tweens/

http://tv.adobe.com/watch/learn-flash-professional-cs4/creating-motion-tweens-part-1/

Assignment 10 Flash Skills II Part 01

A storyboard will help you to plan your animations and organize your assets for production.

Produce several [minimum 3] studies on the storyboards provided. Present your storyboards for approval before you begin to build it in Flash.

Assignment 10 Flash Skills II Part 02

After the in class demonstration, develop a simple animation for your site.

The animation must be in narrative form and include a beginning, middle or end.

Animate your name logo, title graphics, etc. to engage the viewer.

What is a narrative?

nar·ra·tive [nárr tiv]

1. story: a story or an account of a sequence of events in the order in which they happened

2. process of narrating: the art or process of telling a story or giving an account of something

What is a storyboard?

Once a concept or script is written for a film or animation, the next step is to make a storyboard. A storyboard visually tells the story of an animation panel by panel, kind of like a comic book.
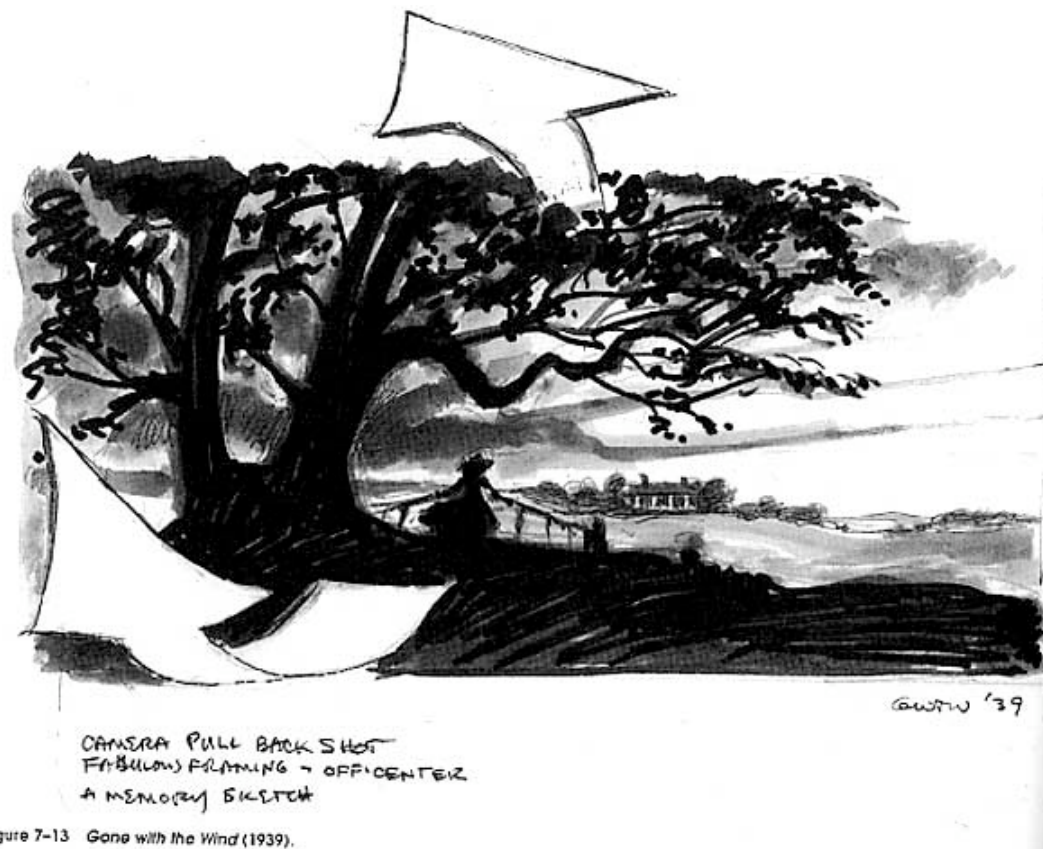

CAMERA PULL BACK SHOT
FABULOUS FRAMING → OFF-CENTER
A MEMORY SKETCH

Figure 7-13 Gone with the Wind (1939).

Your storyboard will should convey some of the following information:

    * What charaters are in the frame, and how are they moving?

    * What are the characters saying to each other, if anything?

    * How much time has passed between the last frame of the storyboard and the current one?

   * Where the "camera" is in the scene? Close or far away? Is the camera moving?

Fade up on ECU of eye opening – pupil dilates. Camera slowly dollies back as the creature looks around, blinks, then moves out of frame. Rack focus to another Nanotyrannus traversing the forest of fan palms.

— CAMERA →

CUT TO: Low-angle tracking shot below 3 creatures in hunting mode – sniffing the air, very alert. Behind them, sunlight emerges through huge redwood trees. The creatures hear a distant sound and quickly move towards the source and out of frame. Note: One of the Nanos steps right over camera?
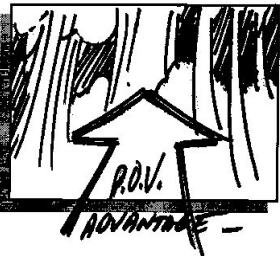
P.O.V.

ADVANTAGE –

CUT TO: POV of creature moving swiftly through forest, dodging trees and other obstacles. Several Nanos come into frame, heading in the same direction.
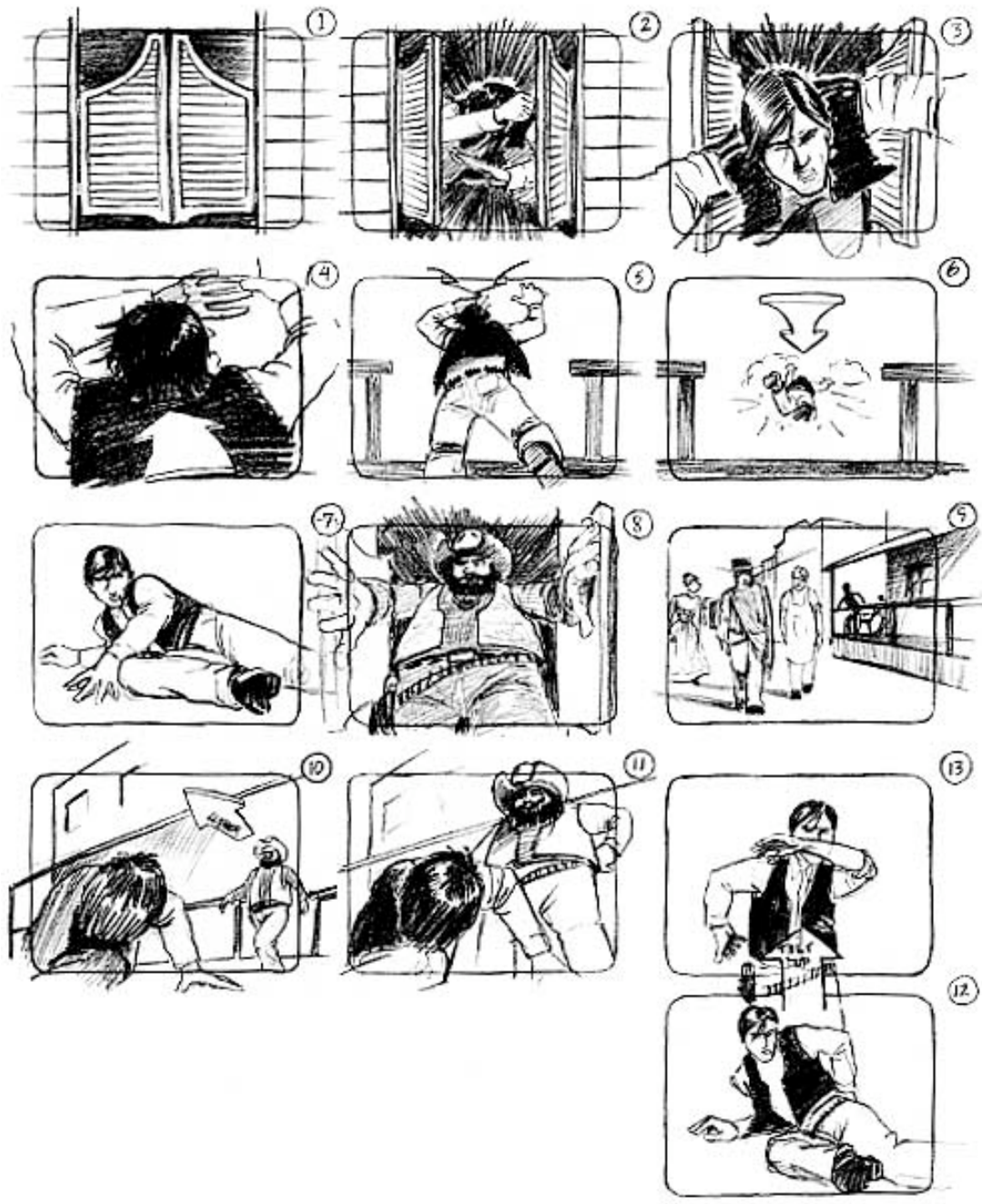

CUT TO: A dinosaur, perhaps Stegosaurus, drinking from a stream, suddenly raises its head as it senses danger.

CUT TO: The pack of Nanos emerge from the forest. The camera moves back into the clearing where the Stegosaurus prepares to defend itself.

CUT TO: WS of the pack of Nanos, surrounding the Stegosaurus. CUT TO: MS of a Nano lurching forward, snapping jaws, ready to attack. CUT TO BLACK.

C.V. Tracking on obstinate's battle boots.

battle tracking on arm of art entering race to spot where bucket to fill.
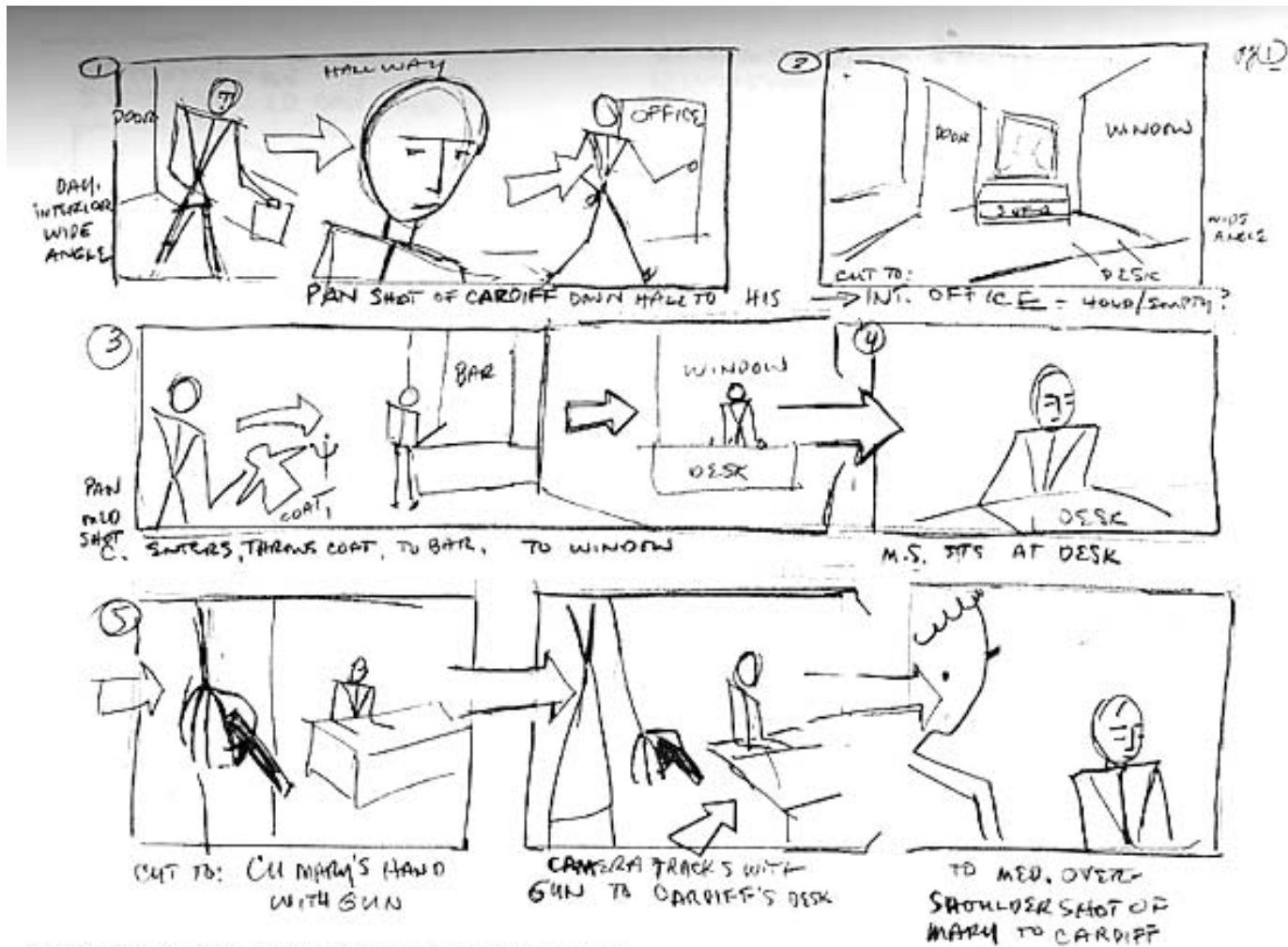

Close up on claws pulling out fish.

Figure 3-5   Venus Mountain, stick figure interpretation. Reprinted with permission.

Why make a storyboard?

Creating a storyboard will help you plan your animation out shot by shot. You can make changes to your storyboard before you start animating, instead of changing your mind later.

You will also be able to talk about your animation and show your storyboard to other people to get feedback on your ideas.

Looking ahead...

Flash Skills

    Button controls
    Adding sounds to animations and buttons
    Using multiple swf movies in 1 flash movie
    Basic action scripting
    Creating simple presentations / navigational slideshows
    Creating action script / roll over buttons

Resources

http://www.flashkit.com/
http://www.actionscript.org/
http://www.layersmagazine.com/category/tutorials/flash
http://ultraslideshow.com/swf-flash-slideshow.html
http://www.kizoa.com/

Supplemental Tutorials

http://tv.adobe.com/show/learn-flash-professional-cs4/

http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-07-understanding-symbols/

http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-09-working-with-sound/

http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-19-creating-a-flash-web-movie/

http://tv.adobe.com/watch/learn-flash-professional-cs4/getting-started-17-actionscript-30/

Assignment 11 Flash Skills III

After the in class demonstration, build a SIMPLE interactive document to display [graphics] images and movies on your site.

Develop a simple Flash presentation to display images or elements for your site. Examples: An interactive slideshow or portfolio, a game or tool to showcase a series of graphic elements.

Include the following components: shape and motion tweens, sounds and buttons. Include roll overs with movie clips and nesting movie clips within your animation to engage the viewer.