
Quiz

UCLAE Flash 1: Session #9

TITLE	Working with External Assets
DATE	Thursday 7pm – 10pm, August 21st , 2008
PREPERATORY READINGS	Text book, Chapters 14 – 16 Flash Video Bit rate calculator – (utility, nothing to read) http://www.flashsupport.com/books/fvst/files/tools/flv_bitrate.html
INSPIRATION	Flash On: http://www.adobe.com/flashon/

PRACTICAL QUIZ DESCRIPTION

- 30 Minute Quiz: Practical Quiz
 - Create an animation that contains one of the following two combinations:
 - A ***mash-up*** consisting of a bitmap image and audio
 - A flash animation that contains ***flash video***
 - Requirements
 - Both options must meet the following requirements:
 - One FLA & One working SWF
 - All supporting files that were not supplied by instructor
 - Any images or drawings you imported
 - Any sounds you imported
 - Any videos you imported or loaded
 - All layers must be named
 - All symbols must be named
 - Requirements for the ***mash-up*** option:
 - At least one bitmap image or layered file must be imported
 - If importing a layered file, layers must be maintained
 - One bitmap image must be converted into a symbol and animated using a motion tween
 - At least one sound must be imported
 - Sound must be added to the stage as either an event sound or a stream sound
 - If an event sound is used, the event sound must repeat multiple times and must have stop frame
 - If a stream sound is used, the sound must have a stop frame
 - Requirements for the ***flash video*** option:
 - One video must be used
 - The video must either be embedded in the Flash movie
 - Or loaded in externally and played with the FLV playback component
 - The video must play automatically
 - The video must stop at the end of the video (and not restart!)
 - Process
 - 5 Minutes on paper. Play EVERYTHING. Choose an option and identify your assets. Make a plan for execution.
 - Execute.
 - Notes
 - Feel free to use the book as reference
 - Also feel free to use any online reference material or resource
 - Rule of thumb – the more complex the asset is you want to import into flash, the more complex it will be to work with inside Flash
 - If you have elected to import and embed a video, do NOT choose a large video (TV show, movie, music video, etc). The longer the video, the longer it will take to import. Keep the video to about 1 to 2 minutes in length (or less) for this exercise. Video's take time to convert!
 - Assets will be provided, but you are free to bring your own, if you so see fit.