Quiz

UCLAE Flash 1: Session #9

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| TITLE | Working with External Assets |
| DATE | Thursday 7pm – 10pm, **August 21**st, 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> |
| INSPRIRATION | 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.