

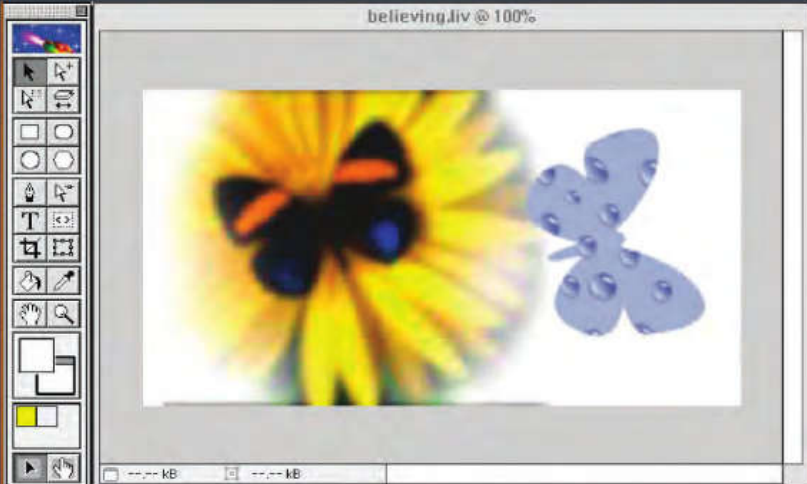
## INGLÉS/ INGLÉS 2

### PRIMER TRABAJO PRÁCTICO OBLIGATORIO PARA AUTOMATIZAR EN MOODLE PARA INGLÉS II

- **LEA** el texto y **RESUELVA**. Tenga en cuenta las siguientes aclaraciones:
- Se sugiere leer atentamente el texto antes de realizar el cuestionario online.
  - Este trabajo práctico de carácter individual y obligatorio.
  - Ud. Posee 2 (dos) intentos, cuya duración será de 2 hs. Calificación: por promedio.
  - No olvide guardar y enviar las respuestas elegidas o consignadas una vez resuelto el cuestionario.
  - Podrá acceder a la retroalimentación correspondiente una vez que cierre el mismo.

**ADOBE LITEMOTION**

Flash technology has become quite popular in the **Web design** community and has made the **Web**—for better or worse—a much more animated place. Until recently, Macromedia's Flash software was the only authoring tool available for creating Flash-based animations or interfaces. That has changed with the release of Adobe's LiveMotion.



The main difference between the programs is that Flash offers a more versatile programming language. LiveMotion does provide behaviors like stopping or starting Flash movie playback (behaviors are similar to actions in Flash), but it's not comparable to Flash. But LiveMotion makes up for that shortcoming with versatility and ease of use: creating simple rollovers, GIF animations, and interactive Flash projects is much easier in LiveMotion than in Flash.

Anyone who is familiar with Adobe products will soon feel comfortable with the LiveMotion interface, especially motion-graphics designers who have worked with After Effects.

LiveMotion works with shapes that can be placed either directly using the rectangle, ellipse, or polygon tool, or by importing shapes from Adobe Illustrator. These shapes can be filled with images or patterns and can even have effects like emboss or drop shadows assigned to them. When you're done, LiveMotion will create an HTML page along with all the images and JavaScript functionality such as rollover effects.



Exporting and embedding a LiveMotion project in an HTML page as a SWF file is done automatically. LiveMotion even has a batch-replace feature that makes it easy to add LiveMotion-generated elements to existing HTML pages: the **Batch Replace HTML** command searches for HTML elements and then replaces them with LiveMotion-generated elements.

Overall LiveMotion is a great alternative to Flash and its ease of use makes it more suitable for designers whose focus is mostly on animation.

Creating rollover buttons is simple and convenient because the Styles palette can save rollover states.

**Fuente:**

**Baumgardt, M.** (2003). *Adobe Photoshop 7 Web Design with GoLive 6*. Berkeley, CA:

Peachpit Press. Recuperado de:

[https://books.google.com.ar/books?id=G1cOBIf93eUC&printsec=frontcover&dq=web+design&hl=en&sa=X&ved=0ahUKEwi8rp\\_M9NHeAhVlvJAKHTvkDMoQ6AEIUDAH#v=onepage&q=web%20design&f=true](https://books.google.com.ar/books?id=G1cOBIf93eUC&printsec=frontcover&dq=web+design&hl=en&sa=X&ved=0ahUKEwi8rp_M9NHeAhVlvJAKHTvkDMoQ6AEIUDAH#v=onepage&q=web%20design&f=true)