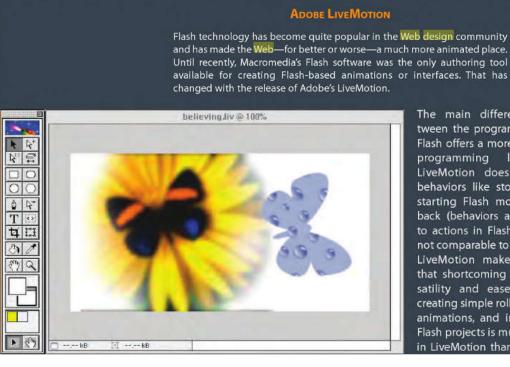


## **INGLÉS/INGLÉS 2**

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

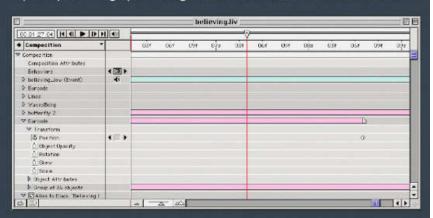
- ➤ LEA el texto y RESUELVA. Tenga en cuenta las siguientes aclaraciones:
- Se sugiere leer atentamente el texto antes de realizar el cuestionario online.
- Este trabajo práctico de carácter individual y obligatorio.
- Ud. Posee 2 (dos) intentos, cuya duración será de 2 hs. Calificación: por promedio.
- 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.



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.



You can set the Transform and Opacity attributes conveniently from a palette.

To animate an element in the timeline, click on the triangle that is displayed before every track name. The triangle rotates 45 degrees and reveals three tracks: Transform, Object Attributes, and Layer. The Transform track controls the position, opacity, rotation, and skew and scale values for the object. Changing any of these is simple: clicking on the stopwatch button inserts a marker (or "keyframe") in the track underneath the object's timeline. Then the current position to the time can be moved to the end and another marker is set by clicking on the stopwatch button. In the Transform palette, these settings can be modified. To animate the object in relation to its anchor point, the Object Attributes like color or offset

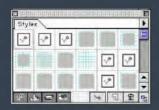
can be set in the **Layer** track. But LiveMotion's animation capabilities go even farther: you can nest animation loops in a timeline so that they play



within one another (for example, you could loop a spinning globe and then animate it in the timeline). LiveMotion even shows the length of the loop so that while you are modifying the timeline, you can see how many loops will fit into it.

LiveMotion's strength is the ease with which it lets you create animations, but it also allows you to create some interactivity: mouse-over, mouse-down, and other rollover states can be assigned to buttons and saved as styles. A style, plus a behavior, can then be applied to navigational elements such as buttons to control the play head. Another great feature is that LiveMotion supports Photoshop filters. These can be applied nondestructively, so if you change your mind, just disable the effect in the Photoshop Filters palette.

Applying textures is a great way to enrich an object while keeping the data demand low.



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.

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

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.

## 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=G1cOBlf93eUC&printsec=frontcover&dq=web+design&hl=en&sa=X&ved=0ahUKEwi8rp M9NHeAhVIvJAKHTvkDMoQ6AEIUDAH#v=onepage&q=web%20design&f=true