

The screenshot displays the Adobe Animate software interface. The main canvas shows a banner for 'Electric Revenant Productions'. The banner has a dark, textured background. On the left is a logo featuring a stylized skull with a lightning bolt and the letters 'ER'. To the right of the logo, the text 'ELECTRIC REVENANT PRODUCTIONS' is written in a bold, white, sans-serif font. Further right is a blue rectangular button with the word 'VISIT' in white. The timeline at the bottom indicates a 60-second duration. The timeline has a grid with markers every 5 seconds. Various elements are placed along the timeline, including 'Actions', 'Button', 'ElectricRevenant', 'Productions', 'RevenantLogo', and 'BG'. The Properties panel on the right shows settings for the 'banner fla' HTML5 Canvas Document. It includes 'Publish Settings' with a 'Default' profile and 'Document Settings' with a width of 468, height of 60, and 24 FPS. There are checkboxes for 'Match contents', 'Scale Content', 'Apply to pastebord', and 'Scale Spans'. The 'More settings' button is visible at the bottom of the Properties panel.

Animate CC18 Project 4 S.E.T.

will be well on your way to demonstrating your knowledge in design. Now add some of **cenario**: Importing your own assets into Animate CC and creating your own symbols, you that inner programmer and write some code! We will add buttons and text, JavaScript and snippets, and will create something that is really interactive! When you publish this project, it will play on any device!

Expectations : Create an advertisement that can be viewed on any device!

Timeline: This may take a student 5-7 hours of class time to complete.

Make sure to finish your BrainBuffet P.L.A.T.E. for every day you're working on a tutorial!
(Progress Learning, Activity, Timestamp, Experience.)

Day 1 Date: 4/19

Day 2 Date: 4/20



Name: _____ Date: _____ Period: _____

Videos Completed: ____1-

4_____

Screenshots to document progress?

What was the coolest thing you learned?



Nothing that interesting happened until video 3. Which was just how you are able to import photoshop files into animate (I like using photoshop to draw/create things).

Videos Completed: __5-

7_____

Screenshots to document progress?

What was the coolest thing you learned?



Creating the actual Classic-tweens for the different layers to animate. When creating the animation, it was very simple and easy to make. Like when you change the timing of the individual text. Creating the button was also very interesting.

Animate CC18 GAME Workbook

Make sure to finish your BrainBuffet P.L.A.T.E. for every day you're working on a tutorial!

(Progress, Learning, Activity, Timestamp, Experience.)

Day 3 Date: 4/21

Day 4 Date:

<p>Videos Completed: __8-10__</p> <p>Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>What was the coolest thing you learned?</p> <p>Adding code to the button so that it was functional and able to easily code it using premade steps.</p>	<p>Videos Completed: _____</p> <p>Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>What was the coolest thing you learned?</p>
<p>Day 5 Date:</p>	<p>Day 6 Date:</p>
<p>Videos Completed: _____</p> <p>Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>What was the coolest thing you learned?</p>	<p>Videos Completed: _____</p> <p>Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>What was the coolest thing you learned?</p>

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Name: _____ Date: _____ Period: _____

Day 7 Date:	Day 8 Date:
Videos Completed: _____ Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> What was the coolest thing you learned?	Videos Completed: _____ Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> What was the coolest thing you learned?
Day 9 Date:	Day 10 Date:
Videos Completed: _____ Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> What was the coolest thing you learned?	Videos Completed: _____ Screenshots to document progress? <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> What was the coolest thing you learned?

Animate CC18 GAME Workbook

Animate CC18 Project 4 Worksheets

NOTES: Using the BrainBuffet Project 4 tutorials, please answer the following questions.

1. Copyright continues until how many years have passed following the death of the holder? (4.02) 70 years
2. How do you access all snapping options at once? (4.03) Through edit snapping under the view tab.
3. What is the only way a bitmap image can be animated directly?
(4.04) Frame by frame
4. What does a dashed line within a tween layer specify?
(4.05) It indicates a broken tween.
5. When using Onion Skinning, what are the default colors which specify previous/next frames? (4.05) Green/Blue
6. What is stroke hinting used for? (4.06) Prevent blurry strokes.
7. What are the special frames within Button symbols that define the various states named? (4.07) Up/Over/Down/Hit
8. What is the difference between Adobe Fonts and TypeKit?
(4.08) No difference
9. What benefit is there to providing an Instance Name to a Button instance?
(4.09) To appear as an option in Action Wizard

10. When publishing an HTML5 Canvas document from Animate - what is the name of the libraries that must be used? (4.10) _____ CreateJS

Animate CC18 GAME Workbook

Animate CC18 Project 4 Rubric

ANIMATE CC18 PROJECT 4 SCORING RUBRIC				Student Score
Import Assets and Create Graphic Symbols	10 points: Imported all images and symbols by generating images and distributing to layers	5 points: Imported some but not all files correctly	0 points: Did not import any files.	
Add Buttons and Text	10 points: Created a button, edited size, color, text and display to make it visually appealing. Text is clear. Placement is thought out	5 points: Created a button but did not put care into color, size text or placement	0 points: Did not create a button	
Add Snippets to Link your Button	10 points: Snippets are added and linked to the button to takes the viewer to a web address after the advertisement		0 points: The button does not work and does not serve as a link to a website	
Publish for HTML5 Canvas	10 points: Project is tested and published as HTML5 Canvas output ready for viewing.		0 points: The project is not tested or published or does not work when viewed.	
Extra Credit	10 points: Add a separate button at the beginning of the advertisement to a different address.		5 points: Only the required parts of the project were completed.	
Total Points Earned (40 points possible)				

Extension Challenges:

- Extend the project by making a larger website banner by following this [guided tutorial](#)
- Another version of a [tutorial](#) to create interactive web ads

Cross-Curricular Enrichment:

- **Language Arts-** Create an interactive web ad for a favorite author or book series. •
- **Math-** Create a web ad for a math help resource or tutoring site!
- **Social Studies-** Create an interactive web ad for a social justice movement of your choice! Make your voice heard!
- **Science/Technology-** Create an announcement for a weather advisory

Enrichment Challenges:

- Info on Adobe [mobile set ups](#) and [mobile apps](#)
- Create content and tips for setting up for [mobile devices](#)
- Great [tutorial](#) for publishing Animate CC projects to iOS devices!
- If you need video or audio you are in luck! Click for [free stock videos](#) and [free stock Audio](#). Need background music? [Free music](#) archive

Cross-Curricular Enrichment:

The structure of this project can be used literally for any cross-curricular class connection. A research project is a perfect lead-in – buttons can be used to indicate chapters, and information can be displayed when the button is clicked. Math questions can reveal an animation of how the problem is solved, vocabulary words can be defined with a custom animation... the sky is the limit!

- **Language Arts-** Create an encyclopedia application that uses characters from major literary sources.
- **Math-** Create an app that relates to your math class and describes certain mathematical principles.
- **Social Studies-** Create an app with historically important references - include an animated timeline!.
- **Science/Technology-** Create an app for understanding a scientific process through interactivity and animation..

