Ellen Kearney

I was in a group of two with Michael Gannon. We did our project on Captain Halpin and his life. For our project I did the whole interface, researching code and techniques. I didn’t want to use cartoon animations so I used life like images. I feel I learned a lot like how to code flash more. I learned tweens, timers and masks coding. The illusion of the unrolling scroll was quite difficult but I feel I succeeded in the task. I put other small animations in like a gallery, clouds moving and an enlarging scroll. The gallery how ever does not work nor the game. The gallery loads the image but does not resize them. I feel the interface is easy to get around due to clear instructions.

Micheal did the two videos and the game. He did not know how to use audition to clean up the audio so I did that. As I was placing the audio in the Ken Burns Effect videos I noticed the clips were the same photo for a long period of time. In the end I edited them and put more pictures and improved the effects.

I feel I did more than Michael as I did the entire interface, overcame all the coding difficulties, edited his movies and also put everything together. However I feel we did a good job and it is an effective interface and it relates to the topic.