

# Introduction to Computer Animation

## Lab 2 Instructions

Watch the Video Tutorials first and use them as a guide while you carry out the three tasks below (task **Four** is the main one):

### One

Experiment with shape changes. Try to find what works and what doesn't. (Don't spend too long on this)

### Two

Create a movie clip animation and animated it within the main movie. Copy a few instances of the movie clip on to the stage and animated them around one another. Alter the curvature of the path that each is following - try to make one of the shapes appear to bounce off of another one and go off in a different direction.

### Three

Create a simple shape and have a go at animating it along a complex path.

### Four

Using video tutorials 4 & 5, create an animation of a ball bouncing around a post in the middle of the scene. The Ball should appear to be behind the post at the furthest point and in front of it at its closest point. At the end of the animation the ball should return to its original starting point. You should alter the curvature of the path describing the motion of the ball through direct manipulation of the curve with the selection tool, and the manipulation of Bezier control handles with the sub-selection tool.

When you decide how long this animation should be, you should consider how long the movieclip is that you made – because you want the ball to start and finish at the same point, you need to make the length of the main animation a multiple of the length of the movie clip animation, i.e. if the movie clip lasts 13 frames, then make the main animation 10 or 11 times this (10 x 13 = 130 frames). This will match up the bounce of the ball at the start and end.

Spend some time on this getting this task right, if you don't finish it in today's lab bring it in next week.

**By the end of this week you should:**

- **Be happy with the manipulation of motion curves and paths.**
- **Know how to attach an object to a guide path – and be aware that you will need to use Classic Tween to animate an object along a path.**
- **Use the free transform tool to scale an object so that it appears far away or close to the virtual point of view.**