Introduction to Computer Animation

Assessment 1 – 2D

This assessment is worth 15% of the overall mark for the module.

This assessment consists of three parts:

Part 1 – Timing animation to an audio track

Part 2 – animation around a maze

Part 3 – animation of a projectile

For each part you should download the relevant .fla file. Each .fla file has all of the required components for the animation set up and ready to animate, with the exception of part 1 where you will have to create the components yourself.

The animation requirements for each of these components are described in more detail on the following page.

Submission

You should submit the three completed **.fla Flash source** files combined together as a single zip file and nothing else.

Each individual part should be renamed as follows:

> ***yourLastName_yourFirstName_BannerID_partX.fla***

e.g. for student Joe Bloggs, B00123456, for part 2 of the assessment, the .fla file should be named:

> `bloggs_joe_B00123456_part2.fla`

On completion of all three parts of the assessment, you should zip the three saved .fla files together. The zip file containing the .fla files should be named:

> ***yourLastName_yourFirstName_BannerID_assessment1.zip***

e.g. again for student Joe Bloggs, B00123456, the completed zip file should be named:

> `bloggs_joe_B00123456_assessment1.zip`

All of the assessment files are set to run at 12 frames per second. You should decide on the number of frames required to carry out your animation based on this frame rate. No individual part of the assessment should take longer than 12 seconds each, and may be shorter.

You should submit the assessment (the zip file) via Moodle (instructions for doing so will be available separately) by **Friday 31st of October 2014.**

Part 1 – Timing animation to an audio track

You should download **Assessment01_pt1.fla** and load it into Adobe Flash CS4 (or higher).

The audio track has three distinct sections. You should create at least three short movie clips, one for each of the 3 sections. Each of the movie clips should match the audio in length, be timed to coincide with the audio, and be *distinctly different* from the other movie clips. You may decide to try some simple character animation, or go for something inventive and abstract – it's up to you. Use your imagination.
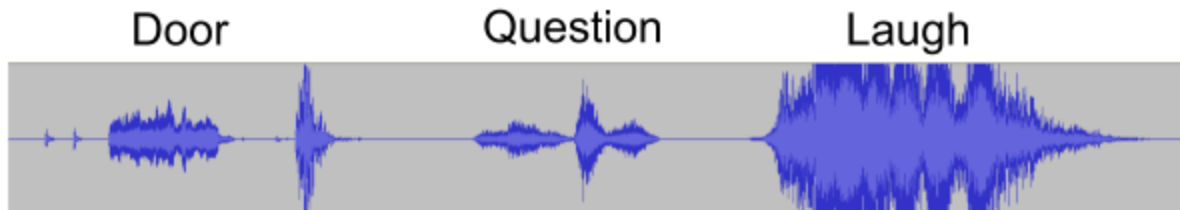

The overall length of the audio is 9.8 seconds.

Part 2 – animation around a maze

You should download **Assessment01_pt2.fla** and animate the mouse around the maze from the start point to the finishing point. The mouse should take at least one wrong turn and have to turn round and go back to take the correct route.

The correct route is marked in red in the illustration opposite.
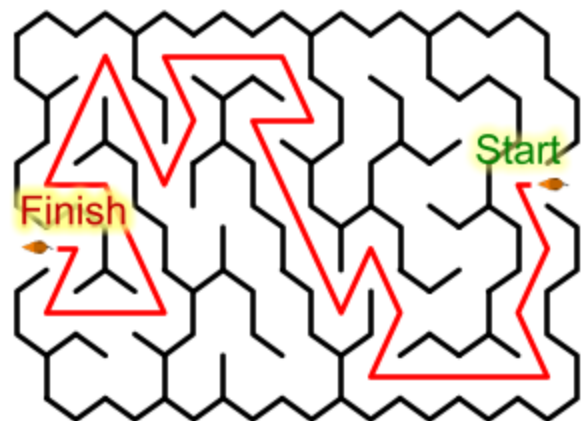
Part 3 – animation of a cannon ball

You should download **Assessment01_pt3.fla** and animate the ball being fired from the cannon, travelling through the hoop, impacting with the slope on the opposite side and rolling down the slope, finally falling into the pit and landing on top of the other balls. (Note that in the scene as it is initially set up, the cannon ball is on the Cannon ball layer and behind the cannon)
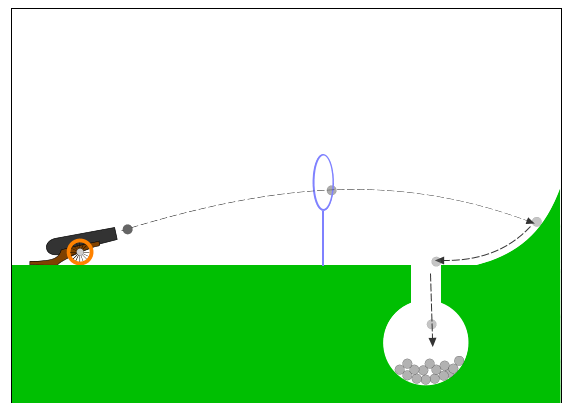
Additional animation, over and above what is asked for will attract extra marks if reasonably well done.