Animate Final Project

Your assignment is to create an Adobe Animate animation that tells a story. Your finished animation will properly demonstrate the concepts we have practiced with the bee packet including frames, layers, having objects move independently, inserting sounds and managing sound length.

**Procedures:**

1. Make a folder on the desktop for your project and name it ***LastNameAnimateFinal.***
2. Select the music/song/sound(s) for you Animate video that is/are school appropriate
3. Using multiple layers- each item should be on its own layer
4. Create symbols of your items- work better to create and then put in
5. Spend time coordinating music/sound with what is happening in your video

**Turn in:**

1. Teachers will examine the .fla file and the .swf finished project

**Grading: (rubric is attached-Pay attention to this!)**

1. Use of layers
2. Use of symbols
   1. Animation within symbol (ex. Bee wings, clouds) on at least on symbol
3. Motion- Use all types of motion
   1. Frame by Frame (gray)
   2. Motion Tween (Light Blue)
   3. Classic Tween (Light Purple)
   4. Shape Tween (Light Green)
4. Transformations/ rotations/ skewing
5. Music/sound choice
6. Matching music/sound to moment
7. Timeline usage- no “dead space” where nothing is happening when movie is played
8. Scenes- have at least two of them
9. Unified theme (music/sound goes with video)
10. Stop Action Script – use to stop your sound and movie

**Tips:**

* Use multiple layers
* It’s easier to find a piece of music/sound first and then create your objects using that music/sound than it is to find a piece of music/sound to fit your movements
* You may find that a shorter section of music would be more appropriate for your flash movie
* Copying/pasting frames and using symbols will accelerate your work flow

**Ideas:**

For Hallmark examples, please go to: <http://www.hallmark.com/> and click on the E-cards link at the top.

**Sound:**

There are a couple of ways that you may download sound/music. Whatever sound you use you have to make sure that you are following proper copyright laws.

For this assignment, you may only use 10% of songs. So…for every minute of a song, you may use 6 seconds. With a 3 minute song, you may use 18 seconds.

**Where to get sounds-** Right click and save as OR click download, if available. Should be an MP3 or a WAV file:

* <http://grsites.com/sounds/>
* <http://freeplaymusic.com/>
* <http://www.jamendo.com/en/>
* <http://soundbible.com/>
* <http://freemusicarchive.org/>
* [http://www.soundboard.com](http://www.soundboard.com/)
* <http://incompetech.com/music/royalty-free/>

If you need a copyrighted song, you are responsible for bringing it in (best if it is on a USB Flash Drive). Remember: Following the Fair Use Guidelines, you may use up to 10% of the song. For every minute of song, you may use 6 seconds.

**Tips to place sound into your Animate file:**

1. Make sure that the sound file is on a MP3 or WAV
2. Import sound to library- File>Import>Import to Library
3. Make a new layer - name it sound and make sure that the layer is active and drag the sound file from the library to your stage.
4. Sound may start anywhere in your flash project.
5. Use a new layer for each sound file.
6. Make sure that the sound file does not run past your flash project. Use the edit option to trim the length of your audio file.

**NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ PERIOD: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Final Animate Project Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Category** |  | **Describe how you incorporated each requirement within the project.** | **Student Score** | **Teacher Score** |
| **Symbols** |  |  | | |
| **Drawing Tools** – Pen, Brush, Pencil, Fill, etc |  |  | **/ 10** | **/ 10** |
| **Graphics –** edited clip art |  |  |
| **Text –** static and/or animated |  |  |
| **Symbols –** use of at least 5 throughout |  |  |
| * at least one symbol is animated |  |  |
| **TOTAL SYMBOLS** |  |  |
| **Motion** |  |  | | |
| Frame by Frame (gray) |  |  | **/ 10** | **/ 10** |
| Motion Tween (light blue) |  |  |
| Classic Motion Tween (light purple) |  |  |
| Shape Tween (light green) |  |  |
| **TOTAL MOTION** |  |  |
| **Overall Qualities** |  |  | | |
| Use of Sound/Audio (goes with video and is timed with what is happening) |  |  | **/ 10** | **/ 10** |
| Use of Rotations/Transformations/Skewing |  |  |
| Use of Scenes (effectively use at least 2) |  |  |
| Use of layers (effectively arranged & named) |  |  |
| Stop Action Script |  |  |
| **TOTAL OVERALL QUALITIES**  **COMMENTS:** |  |  |
| **TOTAL** | | | **/ 30** | **/ 30** |