

Due date

Final CD due Week 18 - Friday 28th Nov.

All work to be burnt to CD. A guide will be issued in week 16.

Overview

Develop a flash animation as per the 'head' shot developed in the Flash 101 tut.

The animation does not have to tell a story. It is only to demonstrate technical ability.

The animation must include:

A stage size of 750 (width) x430

At least 10 seconds of spoken audio (check the length of the audio in the timeline and compare to the frame rate).

Audio sounds, at least 5 different sounds eg: beeps, squeaks, etc

At least 2 different scene locations utilising background 'rotoscoped' graphics

The character must:

Have 3 views of the face, front view, side view and $\frac{3}{4}$ view. All talking can utilise the front view.

Express at least 4 differing emotions (anger, love, happiness, madness, etc)

Interact with at least 2 other elements within the animation (trip on a banana, throw a rock, open a door, shoot a gun, etc)

Walk, run, jump.

The character must interact with the 2 differing backgrounds eg walk into a open door way and peer out a window, walk behind a bush/tree etc.

In one of the scene locations, the character must have a shadow.

Animations that are not 'G' rated, will only be able to attract a mark equal to and not higher than 'Pass/50%'.