

# SHAPES & SOUND

**Challenge:** Create an animation using only shapes which represents a chosen sound clip. The complexity and abstraction of shapes is up to you, but the personality, tone, and rhythm of the music should be considered.

**Requirements:**

- The animation must be 10-12 seconds (as long as the music clip)  
*Note:* if you choose a music clip that is only 4 or 6 seconds, you will need to repeat the music or choose a second music clip to get to the 10-12 second minimum.
- The movement of objects, shapes and/or color in the animation must intentionally follow the direction/beat/rhythm of the sound/music

**How to embed your music file into your Flash Animation:**

1. Go to **FILE> Import to Library**, and find your selected sound clip.
2. **Create a new layer** for your sound clip to sit in by pressing the new layer icon.
3. Using the SHIFT key, Select/Highlight the keyframe in your 'Music' layer
4. Open up your 'Properties Window', then go to the drop down menu where it says 'Sound' and select your music.
5. If you want music to end early, create a keyframe where you want the music to stop, then in Properties, assign your music to the keyframe in the Sound dropdown menu, then select 'Stop' in the Sync: Event dropdown menu.

**Criteria:**

*Communication & Expression*

- The animation extends beyond the use of basic tools and explores several possibilities for the animation, taking risks.
- The animation is cinematic, showing various points of view or unexpected ways for shapes to interact.

*Design, Layout & Composition*

- The location of objects and their entrance/exit from the stage is considered. Main focus may not necessarily be centered, but takes into account all areas of the stage and how they may be utilized.
- The colors and style of the shapes chosen (soft vs. sharp, etc.) corresponds to the personality of the music.

*Media, Tools & Techniques*

- The animation shows use of shape tweening and a variety of keyframes to demonstrated controlled movement.
- The movement of objects, shapes and/or color in the animation intentionally follows the direction of the sound/music.
- The animation demonstrates a variety of tools and techniques: layers, changes in speed,

changes in color, shape or size.