

Challenge: For this FLASH assignment, you will create an animation in which you "receive" or catch a ball that is being passed around from person to person, interact with the 'ball' and then pass it along to someone else. The way you receive, interact and pass the ball should be unique and thoughtfully composed.

After all of us have created the animation, the teacher will string all of the animations together to create a continuous clip of a ball being passed around from student to student.

Requirements:

- The animation must be at least 10 seconds long
- The animation must show some form of capturing the object, interacting with the object, and then passing along the object (to a new student)
- No music is required (the class will choose a song to go along with the class compilation)

Criteria:

Communication & Expression

The animation explores unique ways in which the 'ball' may be caught, interacted with, transformed, passed along.

The animation feels cinematic and goes beyond a simple one-perspective animation, considering various points of view, scene changes, zoomed in/out aspects.

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.

Color is thoughtfully integrated to accent and bring out certain parts of the animation. Colors throughout the animation feel unified.

Media, Tools & Techniques

The animation shows controlled use of shape tweening and a variety of keyframes to demonstrate movement.

The student understands how layers and keyframes are appropriately set up to show scene changes or changes in movement.

The animation demonstrates a variety of tools and techniques: layers, changes in speed, changes in color, shape or size.

Drafting, Revising, Editing

The storyboard shows thoughtful planning of scene changes and movement across the stage. The student shows progression, risk taking, independently overcoming challenges and problem solving throughout the project.