

Animation 1: Student Checklist

Chapter 1:

- Create a new file in Flash
- Adjust Stage settings and document properties
- Add layers to the Timeline
- Manage keyframes in the Timeline
- Work with imported images in the Library panel
- Move and reposition objects on the Stage
- Open and work with panels
- Select and use tools in the Tools panel
- Preview your Flash animation
- Save your Flash file
- Access online resources for Flash

Should be done by:

Chapter 2:

- Draw rectangles, ovals, and other shapes
- Understand the differences between drawing modes
- Modify the shape, color, and size of drawn objects
- Understand fill and stroke settings
- Make symmetrical and decorative patterns
- Create and edit curves
- Apply gradients and transparencies
- Group elements and convert art to bitmaps
- Create and edit text

Should be done by:

Chapter 3:

- Import Illustrator and Photoshop artwork
- Create new symbols
- Edit symbols
- Understand the difference between symbol types
- Understand the difference between symbols and instances
- Use rulers and guides to position objects on the Stage
- Adjust transparency and color, and turn visibility on or off
- Apply blending effects
- Apply special effects with filters
- Position objects in 3D space

Should be done by:

Chapter 4:

- Animate the position, scale, and rotation of objects
- Adjust the pacing and timing of your animation
- Animate transparency and special effects
- Change the path of an object's motion
- Create animation inside symbols
- Change the easing of the motion
- Animate in 3D space

Should be done by:

Chapter 5:

- Animate armatures with multiple linked movie clips
- Constrain and pin the joints
- Animate armatures with shapes
- Morph organic shapes with shape tweens
- Simulate physics with the spring feature
- Use shape hints to refine shape tweens

Should be done by:

Your Final Project

Describe your final project:

What skills will you need to learn in order to get this done?