

Art 410 Computer Animation Assignment #8

In this next assignment students will begin using Adobe's Flash. After completing the in class tutorials we will begin using Flash's powerful animation capabilities to create a vector animation. This program also has the ability to use bit map graphics or pixel images as well but in this first assignment we will focus on the vector capabilities of Flash. We will take advantage of the more advanced tweening capabilities in Flash.

In this project you are to take a basic color theory and animate or illustrate its theory in animation form. Listed below are all the possible topic you may choose from. Pick one and try and illustrate the concept of the color theory.

Due date will be given in class.

- Complementary Colors
- Primary Colors
- The Visible light spectrum
- Monochromatic Colors
- Tints Shades and Tones
- Split Complementary Color
- Analogous Colors
- Triadic Colors
- Achromatic Color or Value Scale
- CMYK vs RGB colors
- Optical Color Mixing

Suggested Readings Under the Help Menu > Flash Help:

- Using Symbols, Instances and Library Assets
- Working Color, Strokes and Fills
- Drawing
- Working with Text
- Using imported Artwork
- Working with Graphic Objects
- Using Filters and Blends
- Creating Motion
- Working with Sound
- Publishing
- Exporting