

## **Art 410 Computer Animation Assignment #9**

In this next assignment students will again be using Adobe's Flash. After completing the in class tutorials we will begin using Flash's powerful animation capabilities to create a bit mapped or pixel based animation. Much akin to the Monty Python inspired project we did with Adobe's Photoshop and After Effect, you will be creating a character animation with a narrative. The main difference in this assignment is that the iconography must be appropriated from an art object or painting. Find a work of art that has significance for you and animate the iconography within the art work. If you have not used Fireworks, the old Macromedia image editing application, you may want to use Photoshop for the image editing portion of the project. You may use PS to edit your image and save the file or files to be imported into Flash as bit map data. Due date will be given in class.

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