

# create your own

## flash movie assignment

## ★ You must include the following in your flash movie

(these are minimum requirements, so you may add more at your leisure)

- ★ Symbols (named appropriately).
- ★ 6-8 layers in your main scene.
- ★ Detailed characters and backgrounds (NO STICK FIGURES!).
- ★ Drawing tools (an advanced level of colouring, shaping, sizing, alpha, manipulated ovals & squares, filters, etc).
- ★ Motion tweening, motion guides, motion within motion, & masking
- ★ Publish as an swf and html file extension.
- ★ Appropriate sound effects (3)
- ★ Use of Buttons (Play and Replay)
- ★ COMPLETELY ORIGINAL!
- ★ High Quality & Professional

# criteria

		Mark
Symbol	Must include graphics (3-5), movie clips (3-5), buttons (1-2) that work (go to or start movie). At least 10 symbols in total, 1 or more must include motion within motion.	50
Layers	This includes naming, ordering, keyframes, and blank keyframes.	10
Drawing Tools	Includes coloring, shaping, sizing, tweening, alpha, advanced gradients, masks, high quality drawing.	30
Motion	Includes multiple motions tweens and motion within motion. Must also include at least 1 motion guide	30
Sound	Incorporate appropriate sound effects into the movie. (3)	5
Originality	This must be a project that YOU have designed, created and constructed.	30
Quality	Only high quality, professional, polished products will be accepted.	30
Labeling	All layers, actions, symbols are labeled correctly (not with default names).	10
Other Criteria	Publish as .swf and .html	5
<b>TOTAL</b>		200

# guidelines

- ★ You must use your time wisely or final submission of project will not be accepted.
- ★ Produce a self-evaluation based on the previous criteria. Assign marks for each section with a brief (but specific) justification of the mark. Marks that differ by more than 10 from teachers will receive only 50% of the teacher mark.
- ★ Make sure that your project is original and of a high quality. Anything less **WILL NOT BE ACCEPTED!**
- ★ The items on the second page are a **MINIMUM** requirement; a high level of effort and expression must occur in each item to receive a high letter grade.