

## Assignment 02 – Mushroom in the Shade Guidelines and Assessment Rubric

Show off some of your newly acquired drawing skills by adding some lighting effects and shadows for your mushroom. Think about some ways to convey depth with how you color the grass as well (and feel free to add additional hills in the background to help out).

**Keep your assignment 01 version.** We're getting into some effects that will be difficult to package up for a future revision of this mushroom assignment. You're life will be much much easier if you keep a version of assignment 01 laying around.

Functionality required includes:

- A lighting effect for your mushroom that follows the moon. If you used a grouped object for your mushroom you might want to have a separate lighting effect over the top of the mushroom—like the cue ball example (as opposed to the 8-ball).
- A shadow for the mushroom that “flees” the moon, it's always on the opposite side of the mushroom. (note if you've also done a sun, you may want to nix it for this version—I'll leave this up to you). Don't get too flustered by the shadow, this is almost exactly like the pool balls. In fact, you can do a simple oval shadow if you like with the idea that the mushroom head will be the thing casing most of the shadow. If you want, you can have the head and stem cast separate shadows but this is not required.
- Add a sense of depth to your ground, by using a gradient. (It might improve things even more if you have some hills in the background that get smaller and darker). Play with different settings, I've found that having darker outside edges to the hills conveys depth pretty well.

**If you are already well versed in Flash:** Think about having the shadow go completely away between the time that the moon is down and before the sun is rising. Try to have very dramatic (e.g. shadow to the horizon effects start before the sun or moon even appear). Make the moon shadow almost impossible to see and the sun shadow much more pronounced. You could also change the rest of the environment (e.g. color/lighting changes on the grass).

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment2{YourName}.fla (so if your name were Sam Walker you would submit assignment2SamWalker.flas).

### Assessment Rubric

Your assignment will be assessed using the following rubric:

| Criteria  | Points    |
|---|-----------|
| Do you use a consistent naming convention for layers? (with all layers having a meaningful name—e.g. “layer 1” is not an option)  | 3 points  |
| Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. the moon is on the layer named “moon”)? Is it easy to tell the difference between the layer that has your mushroom and the layer that has the shadow of your mushroom? | 3 points  |
| Are all of the required elements (see above) present and working correctly?   | 4 points  |
| Total   | 10 points |