

Assignment 02 – Growing Flower Guidelines and Assessment Rubric

As part of an instructional piece on flowers you are going to create an animation showing their growth rate (sort of a time-lapse photography thing).

You'll need the following elements in your flash project:

- A flower (stem and head—the easiest way to draw this is to start with two filled ovals and then use the “reshaping” feature of the arrow tool). Feel free to get creative, but the bare minimum will work too. This is mostly about your ability to use the tweens, not the drawing tools.
 - You might experiment with some of the other drawing tools, like the paint brush or pencil tool. And the fill tool.
- Some sort of “ground” for the flower to sit on.
- A **crescent** moon.
- Use a tween for your crescent moon to make it move
- Use a tween for your flower to make it grow
- The ultimate goal here is for you to use both the classic and shape tweens—I don't necessarily care which uses which I just want you to play with both types of tweens.
 - You may want to play with the “ease” settings (check the properties window) so that the flower appears to grow quickly at first and then slow down.
 - Try to pace your tween with some realism. Have the moon fly by quickly relative to the growth of the flower.

If you are already well versed in Flash: Make this a little more realistic by having the flower grow over a period of days (showing skyline color changes with the moon and sun moving across rapidly). You might want to put these in a movie clip so that you loop the changes on your main timeline. You could also have the flower be a movie clip and then show several instances (a whole field) of growing flowers. Add a sense of depth by using a series of smaller “hills”, think about doing some lighting and shading, etc (this may sound a bit complex to those of you who are new to Flash but we'll be getting into most of this eventually) . . .

- 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”)?	3 points
Are all of the required elements (see above) present and working correctly? Do you use both a classic and a shape tween? Make sure you don't have any dashed lines—these denote a tween train wreck.	4 points
Total	10 points