

Assignment 03 – Flower & Friends Guidelines and Assessment Rubric

This assignment should be very quick for you to put together. You'll build on your last crack at the flower assignment by adding in some symbols, add an arc to your moon using a motion tween, and get a feel for timeline manipulation by attempting to relocate some of your tweens.

Functionality required includes:

- Move your flower so that it grows in a different location. Note that it should not move and grow at the same time, but it should grow in a different spot. (You may need to use the edit multiple frames/onion skinning options to get a feel for whether or not you've grabbed everything you need).
 - As a hint, lock your other layers, so that after you turn on onion skinning and edit multiple frames you can just use the selection tool to highlight the whole mess in one gulp.
- Add some grass. Since blades of grass (at least for our purposes) look really similar make a grass symbol. You should then populate your project with instances of your symbol. Make alterations to your blades of grass such as flipping them horizontally, rotating them and distorting them so they don't all look the same, maybe change the tint—especially if doing so helps reinforce things like your sense of depth.
- Make your moon (and sun if you have one) follow a curved motion guide. The only way we've covered this is through using a motion tween which means re-structuring your timeline for the moon (remember how you set up a motion tween and how that is different than both a shape and classic tween setup). Also remember that motion tweens need a different kind of object than we've been working with up to this point.

If you are already well versed in Flash: Try making your moon and sun into movie clips. You can then have them change in brightness (more so the sun than the moon) as they fly by, hopefully corresponding to changes in your sky background. Try adding some lighting/shading effects, try adding depth with the use of gradients (color window, and the gradient transform will be helpful here). A word of caution as we move this into movie clips, you'll likely need to drop this stuff. So *keep a copy of your assignment that doesn't have these lighting/shading effects.*

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment3{YourName}.fla (so if your name were Sam Walker you would submit assignment3SamWalker.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")?	2 points
Are all of the required elements (see above) present and working correctly?	4 points
Is the assignment personalized (e.g. not a reproduction of the spoiler video).	1 point
Total	10 points