

exercise::10

Simple Frame-by-Frame Animation

Overview ::

For this assignment, create a frame-by-frame animation using Adobe Animate. The subject of this animation is up to you, though it should be appropriate for viewing by the entire class.

Process ::

Your frame-by-frame animation should contain at least **60 keyframes** and at least **four layers** (including a static background layer), each with their own artwork. Additional keyframes are fine. Animation visuals should be reasonably consistent from one frame to the next. When played, animation should be reasonably smooth and should produce the desired animated effect. You can bring in artwork from other sources, but also be sure to draw some elements using Animate's drawing tools.

Make use of the features of the Timeline—Layers & Layer Folders, Auto Insert Keyframe, Onion Skinning, and keyboard shortcuts—while creating this animation.

No classic, shape, or motion tweening should be used in this assignment. We will get to those next week.

Specifications ::

Create a single Adobe Animate file for this exercise with the following specifications:

- Adobe Animate file
- 1920 pixels wide by 1080 pixels tall (Full HD preset)
- Set the FPS to somewhere between 15 fps and 30 fps, depending on how fast you want your animation to play.
- Name it `lastname_firstname_ex10 fla`

Requirements ::

Make sure the file containing your animation is named `lastname_firstname_10 fla`. Copy that file to your Google Drive Drop Box for this class.

This lab exercise is due by the end of class today.