Section A
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20

Section B
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15

Section C
Intro	Guide
1	2
3	4
5

SECTION C — Practical task   40 marks

A shortcut to your practical work folder has been placed on the desktop.
Use this shortcut to move from the examination to your practical work folder.
The shortcut to your practical work folder is called
'Shortcut to 12345678A Practical Work'.

Complete **all** parts of this task.

You are required to complete this task using
- the software applications installed on your computer
- the assets for the practical task contained in your practical work folder.

Your answers to this section will **not** be saved automatically.

You **must** save your finished work to your practical work folder.

Remember to save your work at each step.

You should spend approximately 60 minutes on Section C.

BACK | NEXT

Section C, Introduction

BRIEF

You are part of a mature hobby group that calls itself 'Friends of Steam'. As president of the group, you are taking on the task of creating a single web page to promote your activities.

The web page and linked Cascading Style Sheet (CSS) files are supplied.

You are required to

- compose an image from supplied image files
- add images to the web page
- write copy using supplied text
- modify and add a style to the supplied CSS file
- format text using the supplied CSS file
- create an animation and add it to the web page.

The web page must be laid out according to the design guide and formatted according to the instructions.

Assets provided

bars.psd
plan.jpg
banner.jpg
stamp.jpg
text_source.txt
index.html
fos.css

Task continues on the next screen.

BACK   NEXT

Section C, Design guide

Web task

Design guide

Web page: *index.html*

Web task

Step 1

Set the title of the page to 'Friends of Steam'.

1 mark

Step 2

Add the banner to the top of the page by inserting *banner.jpg* into the first row in the table.

1 mark

Step 3

Insert the 'Who We Are' and 'What We Do' headings into the <td valign="top" class="textCell"> tag in the sourcecode and format them with the style 'heading' using *fos.css*.

2 marks

Step 4

Using all five points mentioned in the 'Who We Are' part of the file *text_source.txt*, produce text describing the purpose of the group. This piece of text should target a mature audience.

Add this text below the 'Who We Are' heading, as shown in the design guide, ensuring this section uses the style 'textCell' found in *fos.css*.

3 marks

Step 5

Insert the 'What We Do' text supplied in *text_source.txt*, as shown in the design guide. After 'For example, we talk about:', create a bulleted, unordered list containing the remaining items.

Ensure that this section uses the style 'textCell' found in *fos.css*.

2 marks

Web task

Step 6

Compose the right column image using the supplied image files *bars.psd*, *plan.jpg* and *stamp.jpg* as in the design guide. You will need to set the background of *stamp.jpg* to transparent to achieve this.

Save it in a suitable format for the web at a file size less than 100 kilobytes.

Add the image to the page, as shown in the design guide.

4 marks

Step 7

Add the 'Want to Know More?' heading and links text supplied in *text_source.txt*, as shown in the design guide.

Link the 'Contact Us' text to info@friendsofsteam.com.au.

Link the 'Visit our Sponsor' text to www.steammachine.com.au.

3 marks

Step 8

Set the links text 'Contact Us' and 'Visit our Sponsor' to font size 18, bold and colour #d00a00 by creating a new style in *fos.css* called 'linkText', as shown in the design guide.

Set the background colour of the page to black by modifying *fos.css*.

Add a new style to *fos.css* so that the hover colour of the links is #CCC.

4 marks

Total 20 marks

Section C, Page 3

Animation task

Create the animation, as shown in the demonstration.

Assets provided

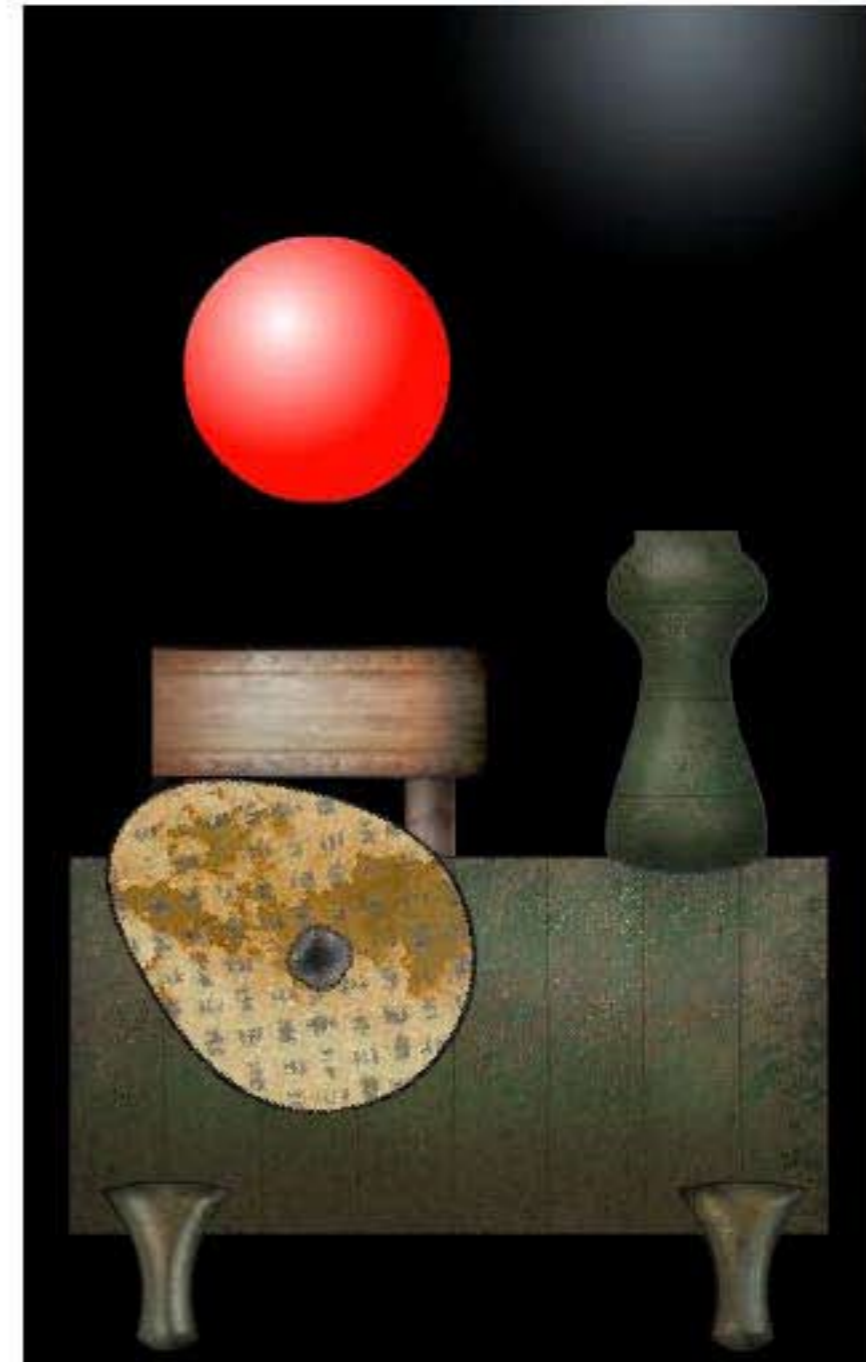boiler.png   cam.png   ball.png   pushrod.png

Audio file: machine.wav

Note: The controls are provided for you to step through the animation demonstration. You do not have to create them.

1.42 seconds

Task continues on the next screen.

BACK | NEXT

Animation task

Step 1

Create an animation file *machine.fla*

Set the size of the animation to width 320 pixels and height 520 pixels.

Set the frame rate of the animation to 12 fps.

Set the background colour of the animation to black.

4 marks

Step 2

Import the image and audio assets into the Flash library.

1 mark

Step 3

Construct the machine, as shown in the demonstration, ensuring

- correct layering
- correct component placement
- that the cam, pushrod and ball are vertically aligned.

3 marks

Step 4

Animate the cam, pushrod and ball, as shown in the demonstration, ensuring

- the duration of the animation is $1\frac{2}{3}$ seconds
- the cam rotates smoothly
- the pushrod follows the cam
- the ball bounces in a realistic manner.

5 marks

Task continues on the next screen.   BACK   NEXT

Animation task

Step 5

Create and animate the smoke, as shown in the demonstration, ensuring that it

- exits the chimney at the 0.9 second mark
- expands as it rises
- is out of frame at the end of the animation.

4 marks

Step 6

Add the audio asset, *machine.wav*, so that it plays continuously.

1 mark

Step 7

Add the animation to the web page resized to width 160 pixels and height 260 pixels, as in the design guide.

2 marks

Total 20 marks

End of Section C   BACK