

BACK

Task continues on the next screen.

BACK NEXT

Task continues on the next screen.

BACK NEXT



Task continues on the next screen.

BACK NEXT

Section C, Animation Demonstration

TIMES

MATERIALS

INSTRUCTIONS STRUCTURE

EXIT

Animation demonstration

Construct the animation, as shown in the demonstration and digital concept drawings, according to the steps below.

Ensure correct layering, timing and component placement.

The symbols required for the animation have already been created in hoopball.fla and reside in the Library.

Symbol assets provided

basketball

bounce

cityscape

halfhoop

hoop

fext

throw

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

Demonstration







1.8 seconds

Task continues on the next screen.

NEXT

BACK

Section A 2 3

5 6

9 10 12 11

14 13 15 16

17 18

19 20

Section B

3 5

7 9 10

12 11 13 14

15

Section C

Brief Guide

Demo Concept

2

Section C, Digital Concept Drawings

TIMES

MATERIALS

INSTRUCTIONS STRUCTURE

EXIT

Digital concept drawings

Gradient background, cityscape, basketballer, ball and hoop

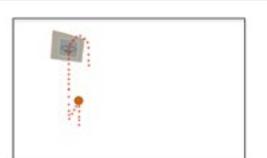




Gradient background appears frame 1 and stays on stage until end of animation

Cityscape, basketballer, hoop and ball animate from 0-2 seconds then stay on stage at expanded size for rest of animation

Ball



2-2.9 seconds: Ball bounces twice

3-5.5 seconds: Ball goes through hoop, drops, bounces and returns to basketballer, then stays on stage for rest of animation

Basketballer



0-2.9 seconds: Basketballer appears on stage with arms down

3-5.4 seconds: Basketballer raises arms

5.5-7 seconds: Basketballer lowers arms

Hoopball logo

HOOP

3-5 seconds: Hoopball logo fades in from 0% alpha to 100% alpha, then stays on stage for rest of animation

Task continues on the next screen.

BACK

NEXT

2

