Section C, Instructions

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

2

3

5

7 8

9 10

11 12

13 14

15 16 17

18

19 20

Section B

2

3

7 8

9 10

11 12

14 13

Section C

Guide Brief

Demo Concept

2

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 12345678E 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.

CDM_Exam_2017

Section	C,	Website	Brief
---------	----	---------	-------

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

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

Section C

Brief Guide

Demo Concept

1 2

Brief

Topic - Melbourne Walking Tours

You have been asked to create a two-page website to promote walking tours around Melbourne. You have been provided with all the media assets to use to complete this task.

The website will have a home page called index page (index.html) and a gallery page (gallery.html).

A Cascading Style Sheet (CSS) has been provided and needs to be linked to the pages.

You are required to construct the website and its banner animation by following the steps provided.

You have been provided with the following assets for the website:

- index.html
- gallery.html (in contents folder)
- image1.psd (in images folder)
- style.css (in CSS folder)
- blogContent.txt

Text and colour guide

- paragraph text black, Arial 12 px
- heading 1 Melbourne Walking Tours black, Arial 24 px
- heading 2 slogan black, Arial 14 px
- background colour #000000

Section C, Website Design Guide

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Ca	241	an	Λ.
Se	Gu	on	M

1 2

3 4

5 6

7 8

9 10

11 12

13 14

15 16

18

19 20

17

Section B

1 2

3 4

5 6

7 8

9 10

11 12

13 14

Section C

Brief Guide

1 2

Demo Concept

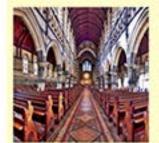
1 2



Melbourne Walking Tours

Insert 12 word slogan here

Day 01 10 November 2017



It was very exicting to be able to walk around Melbourne. A lively city with multicultural society and food from all around the clope.

My first day was started with CSD tour. Right after getting off from the train at Flinders Street Station, I was greeted with wonderful mosaic building called Federation Square. It has a been pretty busy morning where people in suit walking fast to reach their offices.

Starting in front of Filinders Street Station, I could see a fascinating church called St. Paul's Cathedral. I was lucky to be able to see it on this clear day. The sunshine fell on its walls making the church glow brillandy.

Another great sight in the Melbourne CBO was the City Circle tram, a unique public transport experience with an electronic tour guide.

Walking past Federation Square, the peaceful flow of the Yarra River soothed my eyes. I could stay there forever if I wasn't bothered by my growling stomach. Luckily, there were some cafes with very friendly staff along Yarra River. I guess I needed to fill up before continuing my journey.

If you cannot wait for my next journey, why don't you drop me email at mebournetour@omail.com

@2017 MWT

Roll mouse over to expand





hite Horses of Melbourne CRD

These gargeous horses can be found very easily on Swanston Street. Whether you want to have a friendly chat with the horse rider, take a picture with the horses or even note on the special carriage, the option is yours.

@ 2017 MAT

Task continues on the next screen.

BACK

NEXT

Section C, Website Page 1

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

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

Section C

Brief Guide

1 2

Demo Concept

2

Website (20 marks)

Step 1

Open the supplied index.html file and link the CSS style sheet style.css.

1 mark

Step 2

Using the body tag in the file style.css, modify the website's background colour to #000000.

1 mark

Step 3

Modify the file style.css to add an h1 tag that is Arial, size 24px., and colour #000000.

3 marks

Step 4

Apply the h1 tag to the heading 'Melbourne Walking Tours' on index.html.

1 mark

Step 5

Where indicated in *index.html*, add a slogan of fewer than 12 words to the home page that is suitable to promote Melbourne Walking Tours.

4 marks

Step 6

Add an h2 tag to style.css and format the slogan as per the style guide provided.

2 marks

Task continues on the next screen.

BACK

NEXT

Section C, Website Page 2

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

1 2

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

Section C

Brief Guide

1 2

Demo Concept

1 2

Website (continued)

Step 7

Open the blogContent.txt file and add the information to index.html.

1 mark

Step 8

Use the style sheet to format the text as per the style guide.

1 mark

Step 9

Make the email address into an email hyperlink and save index.html.

1 mark

Step 10

In the images folder, open *image1.psd*, crop and resize it to 300 px × 300 px and then save the image in an appropriate format for inclusion in the website.

1 mark

Step 11

In the contents folder, open the *gallery.html* page. Add the image to the first section in the gallery where the img tag is and apply an appropriate alt tag text.

2 marks

Step 12

Link the buttons on both the home page and the gallery page so that they all work correctly. Save the gallery page.

2 marks

Task continues on the next screen.

BACK

NEXT

Section C, Animation Demonstration

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

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

0 10

9 10

8

11 12

13 14

Section C

Brief Guide

1 2

Demo Concept

1 2

Animation demonstration

Complete the following animation as per the sample animation and the concept guide.

Ensure correct layer order, placement and timing.

The Flash/Animate file required for the task is walking tours_start.fla.

The movie clips required for the animation have been created and are in the library of walking tours_start.fla.

The following movie clips and audio file must be manipulated for the animation:

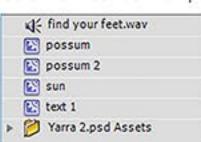
possum

possum 2

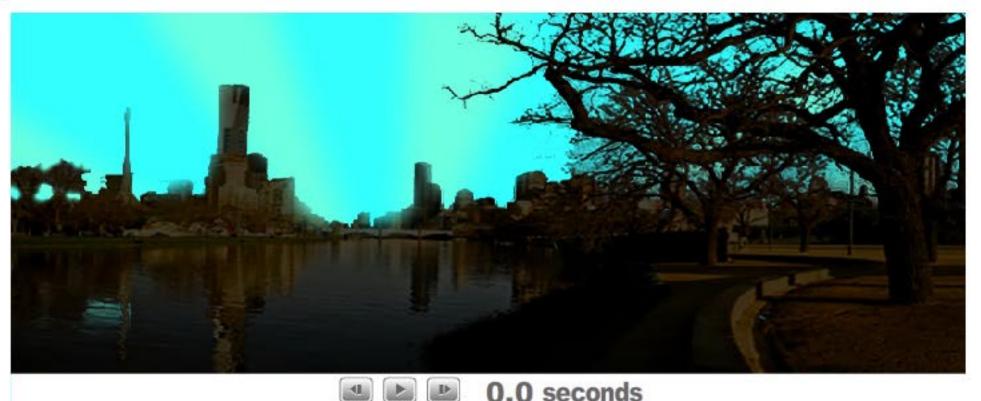
sun

text 1

find your feet.wav



The folder Yarra 2.psd Assets is not used in the animation task and should not be modified. Note that the frame rate is set to 30 fps.



Note: Do not create these control buttons.

Section C, Concept Guide

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

1 2

3 4

6

5

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

Section C

Brief Guide

1 2

Demo Concept

Concept guide

1. Sky colour, sunrise



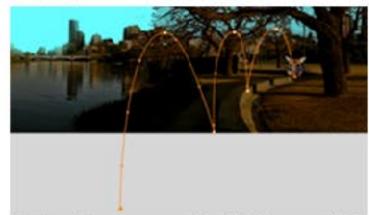
Sky colour changed to #33FFFF Sun rises over city from 0–5 seconds River scene changes in brightness (–75% to 0%) from 0–5 seconds

2. Text



Movie clip text 1 animated to fade in from background from 2–5 seconds
Start position x = 332, y = 171:
width = 107 px., height = 36.5 px.
End position x = 300, y = 195:
width = 365px., height = 195 px.
Transparency changes from 30% to 100%

3. Possum



Movie clip possum added (3–6 seconds)
Motion guide added
Possum jumps twice on the fence and exits
on the third jump as shown
Resize the movie clip to width 50 px. and
height 30 px. in its first keyframe and width
315 px. and height 230 px. in the last
keyframe
Squash and stretch added

4. Possum 2



Possum 2 clip added from 6–7 seconds as shown in sample animation

5. Sound added



Sound added to movie clip possum 2 in sync with lips moving

6. Final text



Script style font added at frame 215 Sequence ends at 10 seconds

Section	C, Ar	nimation	Page	1
---------	-------	----------	------	---

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Se	ction	Α
-		

1 2

3

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

Section C

Brief Guide

1 2

Demo Concept

1 2

Animation (20 marks)

Step 1

Open the Flash/Animate file walking tours_start.fla and change the stage colour to #33FFFF.

1 mark

Step 2

From the Flash library, add the movie clip sun to the stage, placing it in the correct layer order.

1 mark

Step 3

Animate the sun so that it rises over five seconds as per the sample animation and the concept guide.

1 mark

Step 4

Animate the brightness of the *yarra* layer from –75% to original brightness over five seconds so that the city changes colour with the rising of the sun, as per the animation demonstration and the concept guide.

2 marks

Step 5

Insert the movie clip text 1 at two seconds. Add a drop shadow of 8 px. distance and 75% strength.

2 marks

Step 6

Animate the text so that it appears to fade in and move from the background to the foreground over three seconds, as shown in the animation demonstration and the concept guide.

Start position x = 332, y = 171: width = 107 px., height = 36.5 px.

End position x = 300, y = 195: width = 365 px., height = 195 px.

Transparency changes from 30% to 100%.

3 marks

Section	C,	Animation	Page	2
---------	----	------------------	------	---

TIMES

MATERIALS

INSTRUCTIONS

STRUCTURE

EXIT

Section A

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

Section C

Brief Guide

1 2

Demo Concept

1 2

Animation (continued)

Step 7

Add the *possum* symbol and use a motion guide to make it jump twice on the fence from right to left, and exit on the third jump to the bottom of the screen between three seconds and six seconds, as shown in the sample animation and the concept guide.

Resize the movie clip to width 50 px. and height 30 px. in its first keyframe and width 315 px. and height 230 px. in its last keyframe.

The possum squashes at the bottom of each jump and stretches at the top of each jump.

5 marks

Step 8

Add the movie clip possum 2 at six seconds so that it moves up from below the right of the screen over one second, as shown in the sample animation and the concept guide.

1 mark

Step 9

Edit the movie clip possum 2 to add and sync the audio file find your feet.wav at the point where the possum speaks.

1 mark

Step 10

Using a script typeface that is similar to the 'Walking' text, add the text 'Find your feet' at keyframe 215.

2 marks

Step 11

Export the finished file and add to the banner area in the website.

1 mark