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SECTION C – Practical task   40 marks

A shortcut to your practical work folder has been created on the desktop.

Use this shortcut to access your practical work folder.

The shortcut to your practical work folder is called '12345678A Practical Work'.

Complete **all** parts of this task.

You are required to complete this task using:

- the software programs 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.

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Section C, Website brief

Website Brief

You have been asked to create a two-page website to promote The Big Circus. You have been provided with all the media assets to complete this task.

The website will have a home page called 'index' (*index.html*) and a 'tickets' page (*tickets.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*
- *tickets.html* (in contents folder)
- *style.css* (in CSS folder)
- *circus_text.txt*
- *circus.psd* (in images folder)
- *tent.psd* (in images folder)
- *text.psd* (in images folder)
- *tight_rope_walker.tiff* (in images folder)

Task continues on the next screen.

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Section C, Website guide
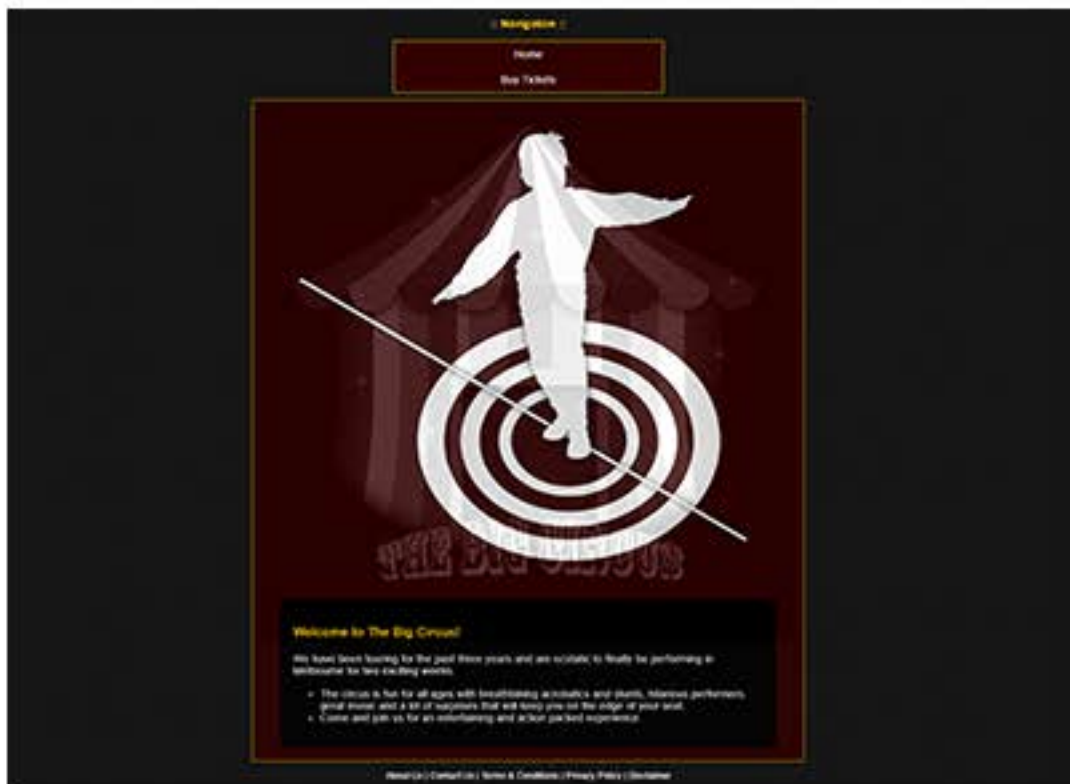
'Index' page

'Tickets' page

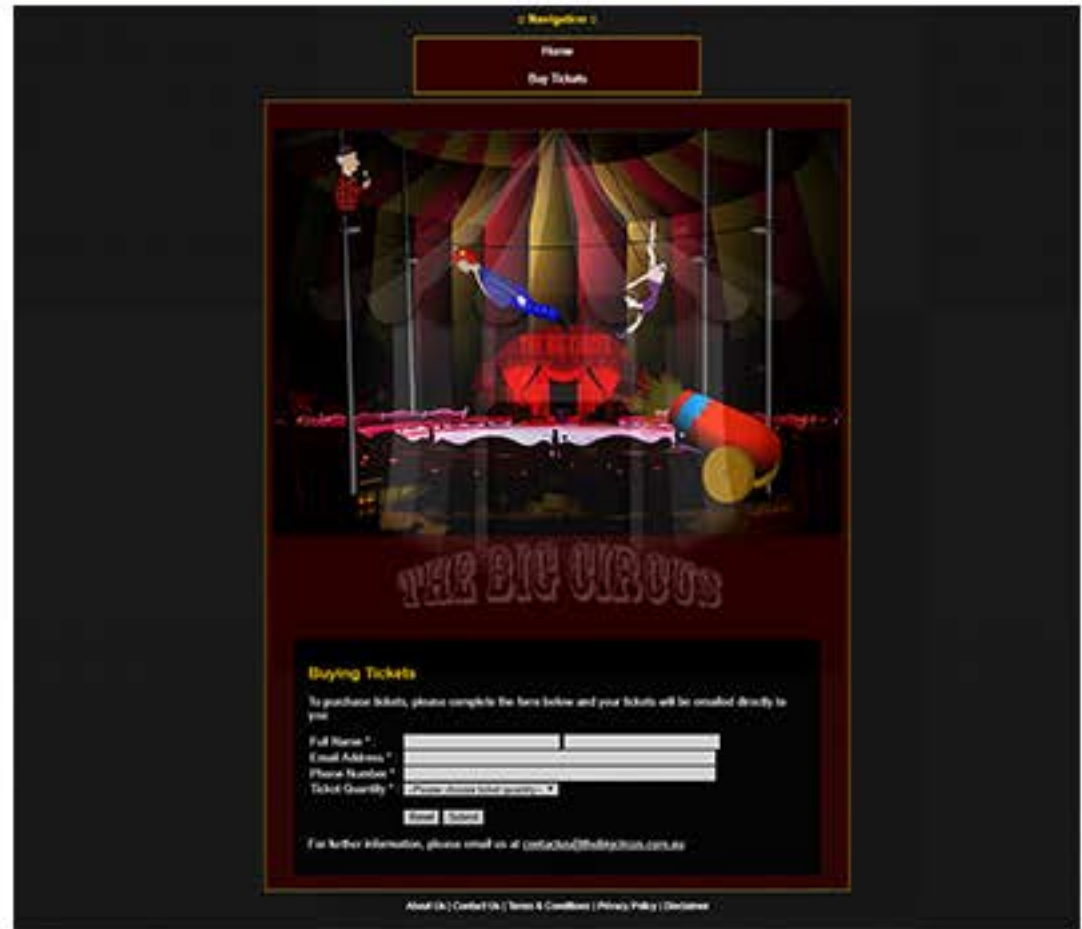*Roll mouse over to see larger image.*

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Website (20 marks)

Step 1

Open the supplied *index.html* and *tickets.html* files.

Link both files to the CSS (*style.css*).

(2 marks)

Step 2

Using Photoshop, open the *circus.psd* file.

Add the tent (*tent.psd*) and the text (*text.psd*) as set out in the website guide.

Make sure the background layer is made visible.

(2 marks)

Step 3

Use a brush to add a star effect to the tent, on a separate layer, so that it shines as shown in the website guide. (This may vary according to available brushes.)

(1 mark)

Step 4

Save the *circus.psd* image in an appropriate format for the web and add it to the placeholder as a background image by using *style.css* to be displayed on both the *index.html* and *tickets.html* files.

(2 marks)

Step 5

Open Photoshop and resize the image *tight_rope_walker.tiff* to 800 px. wide and 680 px. high.

Save the image in a suitable format for the web on *index.html* and add it to the placeholder *div#walker* with an appropriate ALT tag. Make sure to maintain the transparency of the image.

(3 marks)

Banner image

Task continues on the next screen.

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Website (continued)

Step 6

Open the *circus_text.txt* file.

Add the text to the appropriate location on the *index.html* page, as shown in the website guide.

Format the text to be in an h3, with paragraph text and bullet points (using an unordered list),

as shown in the website guide.

(3 marks)

Step 7

a.   Open the *tickets.html* page.

In the CSS style sheet, add a rule for an h2 tag that is Arial, size 16 pixels, colour #cf0.

Format the subheading 'Buying Tickets' using the h2 tag.

(2 marks)

b.   Add text of fewer than 20 words that instructs interested people on how to order tickets.

(2 marks)

Step 8

Underneath the contact details on the *tickets.html* page, format the email address to be an email

hyperlink.

(1 mark)

Step 9

Select the 'reset' button in the form and make sure that it has the properties assigned so that

it will 'reset' when data is input into the form.

(1 mark)

Step 10

Link the *index.html* page to the *tickets.html* page.

Link the *tickets.html* page back to the *index.html* page.

Save the pages.

(1 mark)

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THE BIG CIRCUS

0.0 seconds

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Section C, Concept guide

Concept guide

Stage, trapeze and tightrope

Set stage to 700 px. width × 500 px. height
Set frame rate to 24 fps
On frame one, animate the *trapeze girl* graphic so she completes 5.5 arcs over 11 seconds
On a new layer, draw a slightly curved tightrope of 2 px. height

Cannon and cannonball

Place *cannon* MovieClip on stage below *front_left_pole* layer at position x = 610 and y = 390
Place *cannonball* MovieClip on stage below both the cannon and *front_left_pole* so that head and neck are visible

Stage zoom

Create a zoom out from 400% to 100% of the stage over one second starting at frame one

Cannon animation set-up

On a new layer, at one second, place the *boom* graphic below both the cannon and cannonball layers at position x = 480 and y = 340
Import *cannon_boom.mp3* and place on the timeline at frame 25
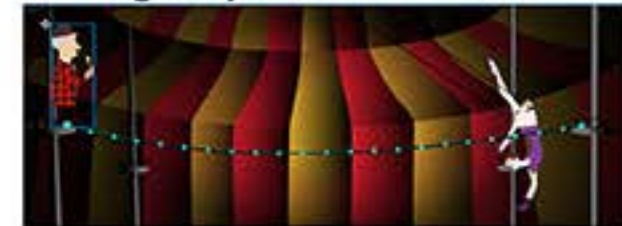
Cannonball animation

Animate *cannonball* MovieClip so that it starts at one second and finishes animating at four seconds
Apply an ease out of 100 to the animation
On frame 27, apply a blur filter (blur x = 20 px., blur y = 20 px.) to the *cannonball* MovieClip
On frame 48, reset the blur filter to 0 (blur x = 0 px., blur y = 0 px.)

Tightrope walk animation

On frame 48, swap *Tightrope still* graphic with *walk_loop* graphic
Animate *walk_loop* graphic for nine seconds
The animation must follow the path of the tightrope

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Animation (20 marks)

Step 1

Open *circus animation.fla*.

Set the stage size to 700 px. width × 500 px. height and set the frame rate to 24 frames per second (fps).

(1 mark)

Step 2

On frame one, animate the *trapeze girl* graphic so she completes 5.5 arcs over 11 seconds.

Each arc must last 2 seconds and be greater than 90°.

The *trapeze girl* graphic must finish centrestage and vertical on the last frame, as shown in the sample animation.

(2 marks)

Step 3

On a new layer, draw a slightly curved tightrope of 2 px. thickness from the front left pole to the front right pole, as shown in the sample animation.

(1 mark)

Step 4

On a new layer, place the *cannon* MovieClip on stage, below the *front_left_pole* layer at position x = 610 and y = 390.

(1 mark)

Step 5

On a new layer, place the *cannonball* MovieClip on stage, below both the layer that contains the cannon and the *front_left_pole* layer so that the head and the neck are visible, as shown in the sample animation.

(1 mark)

Step 6

Create a zoom out from 400% to 100% of the stage over one second starting at frame one, as shown in the sample animation.

(2 marks)

Animation (continued)

Step 7

On a new layer, at one second, place the *boom* MovieClip below both the cannon and cannonball layers at position x = 480 and y = 340.

(2 marks)

Step 8

Import *cannon_boom.mp3* and place it on the timeline at frame 25.

(2 marks)

Step 9

a. Animate the *cannonball* MovieClip so that it starts at one second and finishes animating at four seconds.
    It must travel in an arc and be offstage by frame 90, as shown in the sample animation.

(2 marks)

b. Apply an ease out of 100 to the animation.

(1 mark)

c. On frame 27, apply a blur filter (blur x = 20 px., blur y = 20 px.) to the *cannonball* MovieClip.

(1 mark)

d. On frame 48, reset the blur filter to 0 (blur x = 0 px., blur y = 0 px.).

(1 mark)

Step 10

a. On frame 48, swap the *Tightrope* still graphic with the *walk_loop* graphic.

(1 mark)

b. Animate the *walk_loop* graphic to follow the path of the tightrope, as shown in the sample animation.

(1 mark)

Step 11

Export the completed animation as a .swf and add it to the website in the correct location.

(1 mark)

End of Section C   BACK