

SS - November 19, 2013

Due: Adventure Writing & Activities 1-3

Need: Journal, Atlas, Activity 4 (pink)

CW: Geography Day 6

- 1) Q: What landlocked country, home to the great bend of the Niger River, is one of Africa's top cotton exporters?
- 2) Activity 4 - correct in class
- 3) Geo Guesser

HW:

Health - November 19, 2013

CW:1) It's About More Than Sex pg. 3

2) My Abstinence Pledge (9)

3) Got a Minute: Abstinence (10)

Objectives:

- * Build a personal value for sexual abstinence.
- * Shape peer norms that value sexual abstinence.
- * Describe the importance of sexual abstinence.

HW: Got a Minute: Abstinence Pledge

-Parent Signature Due Friday 11/22

CW - November 19, 2013

Miss Leslie

****7 In-Class Days Left**

PQP:

CW: 1) Picture

2) 2nd Stories

HW: Covers for Anthology? Due by 11/20

How to Take Terrible Selfies By Me, Duh

DM - November 19, 2013

Past Due: Week 10 Post

CW: FLASH

- 1) Eyeballs - Due 11/15
- 2) 4 Corners - Due 11/20

Xtra Credit:

- Personal/Partner Make-over
 - Read Poster
 - Mr. Schiff's - "Fun Page"
 - Adobe Illustrator Tutorials
- **Create, Save & Upload to DM Page**

Flash Animation Exercise 1: Eyeballs

Students learn the basic tools and use of Flash timeline, frames, key frames, and tweens to create a 120 frame (10 second) animation. The animation must have 4 layers (Head, Eye Sockets, Eyeballs, and Ball), and use tweens to create synchronized animation that has the eyeballs following the motion of the ball around the screen canvas.

Students who finish early, are challenged to add additional layers, objects, backgrounds and animation to their exercise. Images can also be brought in from the web using this process: JPG images found on the web should be in approximate size to the canvas opened in Photoshop, manipulated if necessary, backgrounds masked, and then the remaining areas other than the image made transparent. The file must be saved as a PNG, then imported to the library in the Flash file, a new layer created for it, then dragged from the library, and finally sized and positioned on the canvas to work with the rest of the design. Files are saved as native Flash files and exported as .mov files when completed.

20 Points (Basic Exercise) Up to 20 Extra Points for extended design and animations as described above.

How To Save Flash

1) "Save as" to files1 as native file

2) "Save as" to documents

-Make a new folder "name_flash"

3) Export as a movie

-quicktime ⇒ save to your "documents" folder

✓ ignore stage color

✓ on disk

4) Quicktime Settings

settings ⇒ H.264 ⇒ OK