

SS - November 20, 2013

Due: Adventure Writing & Activities 1-4

Need: Journal, Atlas, Activity 5 (tan)

CW: Geography Day 7

- 1) Q: On which Japanese island, located south of Sakhalin Island, can you find the city of Sapporo?
- 2) Activity 5 - correct in class
- 3) World Travel Itinerary
 - 5 Travel Destinations using latitude and longitude coordinates only, using the World Political Map on pgs. 12-13

HW: Activity 5, Travel Itinerary for students who participated in the play

Health - November 20, 2013

CW:1) Pictures for Brain Gym Poster

HW: Got a Minute: Abstinence

CW - November 20, 2013

****6 In-Class Days Left**

Due: Covers for Anthology

"How to Take Terrible Selfies" By Me, Duh

CW: 1) Picture Tomorrow

2) Print for Anthology

HW:

DM - November 20, 2013

Past Due: Week 10 Post, Eyeballs - Due 11/15

CW: FLASH

- 1) 4 Corners - Due Today, 11/20
- 2) Final Project - Any Application

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