

## SS - November 21, 2013

Due: Adventure Writing & Activities 1-5

Need: Journal, Atlas, Activity 6 (salmon)

### CW: Geography Day 8

- 1) Q: Elat, the southern-most port city in Israel, is located on which gulf?
- 2) Finish 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
  - Exchange your paper with someone else and see if they can locate your destinations.
- 4) Activity 6

**HW:**

Health - November 21, 2013

Due Friday: Abstinence with Parent Signature

CW:1) Talking with Others

2) Resisting Sexual Pressure 1-4 (11A-D)

Objectives:

- \*Build a personal value remaining abstinent.
- \*Shape peer norms that support sexual abstinence.
- \*Use communication skills to resist sexual pressure.

HW: Got a Minute: Abstinence

CW - November 21, 2013

\*\*5 In-Class Days Left

Due: Covers for Anthology

"How to Take Terrible Selfies" By Me, Duh

CW: 1) Picture Today

2) Print for Anthology

HW:

DM - November 21, 2013

Past Due: Week 10 Post, Eyeballs - Due 11/15,  
4 Corners - Due 11/20

CW: FLASH

1) 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

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sdmjr

B >

RANDOM NAMES

braden osca



• Hi

Annie

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