CSCx171 Laboratory Assignment #1
Basic Flash Animation

Zoë, Fall 2009

1   Objective

The purpose of this assignment is to get you familiar with the basics of creating a Flash document and to inform you of the various resources on Flash available to you. You will create a simple animation. The instructions for this lab are purposely short and it is expected you will consult various resources to help you complete this lab. Please take the time to understand each lab assignment completely as proceeding labs are increasingly complex and build on previous labs.

2   Resources

Where should you look for help? Here are a few suggestions:

- The Flash 8 help system (hit F1 or click on "Help" in the top-level menu).

- Google. Here are some possible keywords:

  - Flash, animation, basic, tutorial, guide, help

- There are many, many books on Flash. You may want to purchase a book if you are very interested in Flash programming, however THIS IS NOT REQUIRED FOR THE COURSE. Check the library?

3   Assignment

Make an object (square, circle, etc) enter the stage of your Flash application and exit on the opposite side.

An example can be found at: http://www.csc.calpoly.edu/ zwood/teaching/csc171x/examples/first_movie.swf

Deliverables

You will demo you animation in lab on October 2nd. In addition to the demo, you should be able to answer or demonstrate the following:

1. What resources did you use?

2. Make a small change to your application.

3. Choices you made in your implementation.

NOTE: Lab on October 2nd is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day