

Cannon Project

This project is designed to practice creating buttons and using action script to control the viewers placement on the timeline. Your mission is to create a simple animated site that allows the user to fire and reload their cannon.

I have created six tutorials to show you the steps I used to create a project. Feel free to be creative. These are only to give you the basics. Try to make your project unique. We will vote for prizes at the end.

Tutorials

Part1 (4:50)

In this part I show you some examples and talk about the pre-production tools you will be using.

Part2 (7:29)

In this part I cover how to setup the new layers.

Part3 (6:16)

In this part I cover how to create the frame labels and add sound.

Part4 (9:24)

In this part I cover how to add your actions and buttons.

Part5 (7:03)

In this part I cover how to animate the project.

Part6 (2:12)

In this part I cover how to mask the artwork.

Buttons

Use the duplicate function in the library to create two identical buttons that say “Fire” and “Load”. The buttons should have different up and over states. The hit area should cover the entire button. The buttons should fit the theme of your project.

Actions

You should use frame actions (stop) and button actions (gotoAndPlay). Use frame labels so that you can control the speed of your animations.

Sound

Add the sound of a cannon when it fires. You can make this sound yourself, use a sound FX library or get it off one of the web sites like sounddogs.com. Make sure to change the sound event to “Stream”. Adding additional sounds is a great way to get a higher score when we vote for a winner and it is just fun..

Document Settings

Change the document so that it is not the default size. Make the background any color other than white.

Animation

Use any technique to make animate your cannon. Start with what you know but if you get done early add more animation using new techniques.

Scoring

Project is worth 20 points.

5 – Buttons 5 – Actions 5 – Animation 3 – Sound 2 - Document Settings