

# Dump Truck Animation Practice Assignment

In this lesson you will practice a variety of new animation techniques and review some old ones.

## Lesson 1: Cycles (12:33)

In this lesson you will turn your dump truck art work into a couple movie symbols that loop (cycles).

- Getting Started

- Wheel Cycle

- Hinging Animation – The truck bed

- Still Truck

- Dump Cycle

- Driving Cycle

- Fine Tuning the dump cycle (this is important, don't skip it!)

## Lesson 2: Sound (4:14)

In this lesson we are going to download and import some sound into our project. Then we are going to lay it out on the timeline and time our project to it.

*\* I forgot to mention if you change the “sync” for the sound to “start” you will be able to preview the sound will you work on the animation.*

- Setting up your layers

- Downloading sounds

- Importing sounds

- Creating folders and organizing your library

- Adding sounds to key frames (change the sync to “start”)

## Lesson 3: Rumble (4:26)

In this lesson I will show you how to make the truck rumble and shake when the sound of the truck starts up.

- Creating the ground layer

- Break apart the symbol

- Frame by frame animation

## Lesson 4: Drive and rumble (12:35)

In this lesson you are going to learn how to move the rest of the symbols as well as stopping the timeline and masking the whole project.

- Use shape tween to move the ground

- Adjust the center point for moving the truck

- Frame by frame animation of the truck driving over the bump

- Backing the truck using frame by frame

- Adding a stop action to the timeline and the dump cycle

- Masking the ground

Make sure to turn in the .fla file to the drop box by Friday.