

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!)

http://www.mountsihighschool.com/directory/_dockeryj/flash/cycles/cycles.html

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”)

http://www.mountsihighschool.com/directory/_dockeryj/flash/sound/sound.html

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

http://www.mountsihighschool.com/directory/_dockeryj/flash/rumble/rumble.html

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

http://www.mountsihighschool.com/directory/_dockeryj/flash/drive_dump/drive_dump.html

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