

# ANIMATION v6.0 GRADING SHEET

NAME:	_____
Partner:	_____
Period:	_____
Rotation:	_____

MODULE GRADE: WORKBOOK \_\_\_\_\_ }  
 POST TEST \_\_\_\_\_ } MODULE AVERAGE= \_\_\_\_\_

COMPUTER ANIMATION "WORKSHEET" TOTAL= \_\_\_\_\_

DAILY LAB PERFORMANCE: \_\_\_\_\_  
 (If you are absent, write ABS on the line for the day you miss and **DISCUSS** what you need to make up with the teacher) LAB PERFORMANCE TOTAL= \_\_\_\_\_

**Extra Credit**—Discuss this with the instructor before beginning!!!  
 WORD SEARCH \_\_\_\_\_(5) CHALLENGES \_\_\_\_\_(5)  
 MODULE REPORT \_\_\_\_\_(5) SECOND ANIMATION (difficulty determines points) \_\_\_\_\_  
 MODULE NOTES \_\_\_\_\_(0-10)  
 TOTAL EXTRA CREDIT= \_\_\_\_\_  
 BONUS POINTS \*\*\* \_\_\_\_\_

## ANIMATION "WORKSHEET"

**LESSON 1-** Thaumatrope activity. T.I.: \_\_\_\_\_  
 Math activity- put the math activity on the **back** of this paper. Math sheet: \_\_\_\_\_

**LESSON 2-** List the **main** parts of the "**Flash**" software: 1) \_\_\_\_\_,  
 2) \_\_\_\_\_, 3) \_\_\_\_\_, 4) \_\_\_\_\_, 5) \_\_\_\_\_.  
 The **FRAMES AREA** is divided into these three **parts**: 1) \_\_\_\_\_,  
 2) \_\_\_\_\_, 3) \_\_\_\_\_.  
 The **TIMELINE** is divided into these three **sections**: 1) \_\_\_\_\_,  
 2) \_\_\_\_\_, 3) \_\_\_\_\_.

Answers: \_\_\_\_\_(15)

Fill out the picture (on back) with the answers from the 5 "Main Parts of the Flash software". **Picture on Back:** \_\_\_\_\_(10)

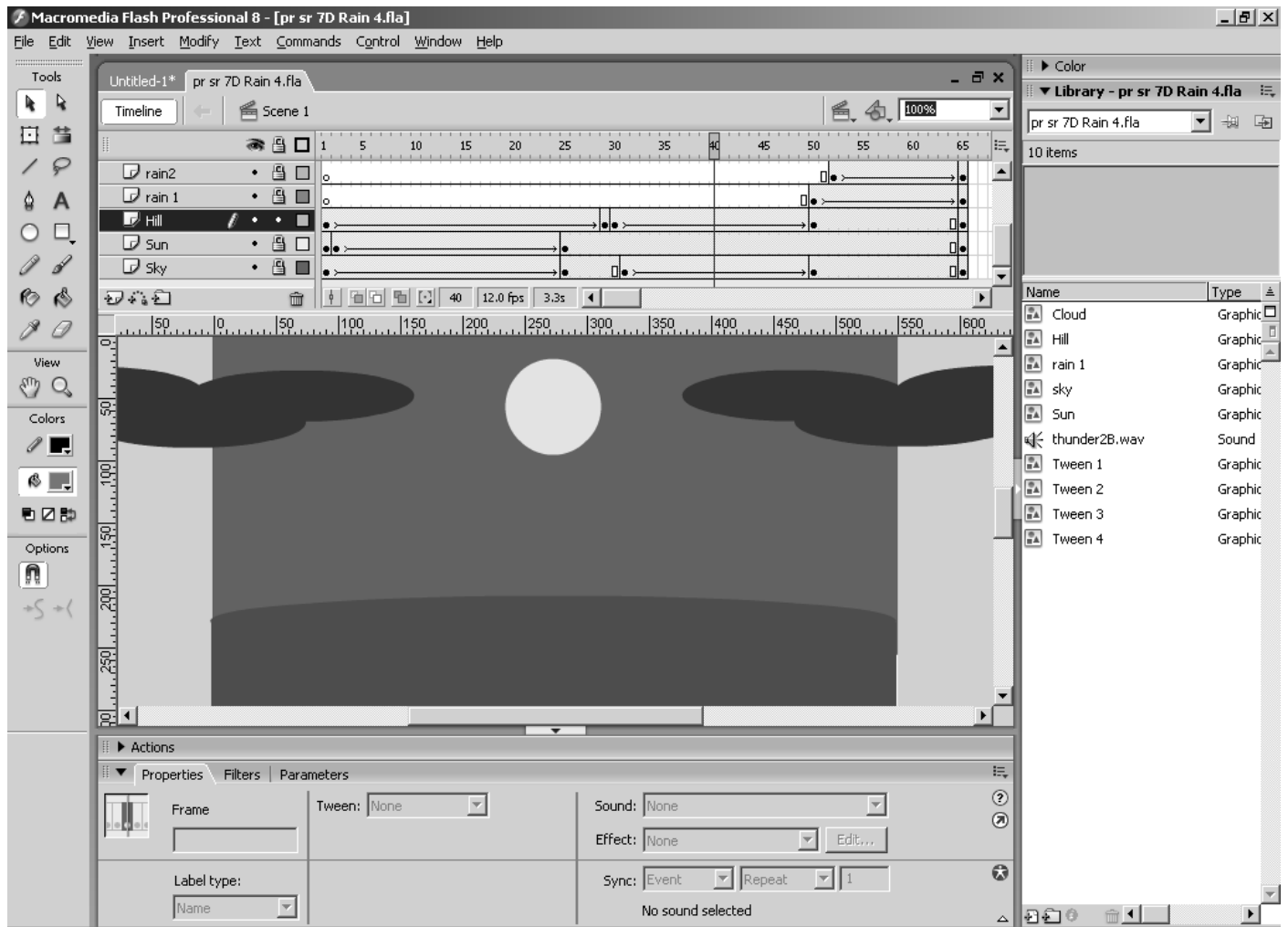
**LESSON 4**  
**Environmental Impacts**—Write notes from video clips. Env. Impacts Paper: \_\_\_\_\_(5)

**LESSON 5-** Write how you created the cloud, modified the size, converted it to a symbol, grouped them: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**LESSON 7-** Finish your Animation and show it to the instructor. T.I.: \_\_\_\_\_(20)  
**Career Guidance Report**-Write your report in your Journal. C.G. Journal: \_\_\_\_\_(10)  
**Study Guide**-turned in. Study Guide: \_\_\_\_\_(5)

**LESSON 8.** Rad the instructions For Lesson 8 in the Module Guide(these are the Advanced Level, Lesson 5 "Adding Sound " page 31, and Lesson 6 "Creating Text and Fading" page 35. T.I.: \_\_\_\_\_

Worksheet Total:	_____
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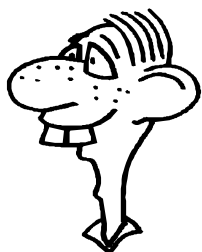


## **Math Activity:**

1. Snow White and the Seven Dwarfs:

2. Toy Story 2:

3. A Bug's Life:



# ANIMATION

Study Guide 6.0

1. During the (1-Brief History of Animation) century, animated pictures began appearing on the sides of toy tops.  
a. 17th                      b. 18<sup>th</sup>                      c. 19th                      d. 20<sup>th</sup>
2. In the 1800s, the (1-Brief History of Animation) was one of the most popular animation toys.  
a. cartoon book              b. thaumatrope              c. toy top                      d. all of the above
3. Thomas Edison invented the first true motion-picture projector in (1-Brief History of Animation).  
a. 1896                      b. 1986                      c. 1895                      d. 1894
4. (1-Brief History of Animation) was the first animated film.  
a. *The Adventures of Mickey Mouse*    b. *The Adventures of Donald Duck*  
c. *The Adventures of Bugs Bunny*    d. *The Humorous Phases of Funny Faces*
5. (1-Brief History of Animation) developed most of the basic techniques and devices that animators would use for generations.  
a. Winsor McCay              b. Walt Disney              c. James S. Blackton              d. none of the above
6. Walt Disney's first talking cartoon character was (1-Brief History of Animation).  
a. Mickey Mouse              b. Minnie Mouse              c. Donald Duck              d. Bugs Bunny
7. Walt Disney's *Three Little Pigs* was the first animated film to use (1-Brief History of Animation).  
a. cartoon characters              b. storyboards              c. sound                      d. color
8. A (1-Brief History of Animation) is a series of sketches pinned up on a large board.  
a. storyboard                      b. cartoon                      c. movie                      d. character
9. An individual picture that is either hand-drawn, hand-painted, or made with a computer is a (1-Brief History of Animation).  
a. movie                      b. frame                      c. cel                      d. cartoon
10. Visual images generated on a computer screen are called (1-Computers & Animation).  
a. computer screens              b. computer graphics              c. pictures                      d. photographs
11. A motion picture is a series of 1-(Computers & Animation) pictures that are shown to a viewer in rapid order.  
a. still                      b. colored                      c. moving                      d. black and white
12. A cel must be made for each (1-Computers & Animation) exposure of a movie camera to make a standard animated motion picture.  
a. picture                      b. frame                      c. movie                      d. none of the above
13. It takes (1-Computers & Animation) cels to fill one second of animated film.  
a. 42                      b. 20                      c. 40                      d. 24
14. It takes (1-Computers & Animation) cels to fill each minute of animated film.  
a. 1,240                      b. 1,840                      c. 1,640                      d. 1,440

15. The largest area of the *Flash* screen, where you create and organize all your Flash objects, is called the (2-The Flash Interface).
- a. theater      b. room      c. studio      d. stage
16. You use the (2-The Flash Interface) to set the motion of *Flash* objects to exact points in time.
- a. Toolbox      b. Timeline      c. Library      d. Layer area
17. The Timeline in the *Flash* interface is similar to the idea of (2-The Flash Interface).
- a. a flipbook      b. staging a play      c. acting      d. drawing
18. Frames, keyframes, and actions are defined in the (2-The Flash Interface).
- a. Toolbox      b. Timeline      c. Frames area      d. Layer area
19. The (2-The Flash Interface) indicates the current frame number in your movie.
- a. Library      b. Toolbox      c. Timeline Header      d. Layer area
20. You use (2-The Flash Interface) to organize the content of your *Flash* movie.
- a. animations      b. layers      c. panels      d. sounds
21. The (2-The Flash Interface) is where you store and edit the symbols you create for objects, buttons, animations, and sounds.
- a. Toolbox      b. Timeline      c. Library      d. Layer area
22. The (2-The Flash Interface) all the way to the left of the *Flash* screen is used to create and edit objects.
- a. Toolbox      b. Timeline      c. Library      d. Layer area
23. Several of the tools in *Flash* have their own (2-The Flash Interface), which are parameters that you can change to control the effect of the tool.
- a. modifiers      b. windows      c. shortcuts      d. layers
24. The arrow tool in *Flash* is used to (2-The Flash Interface/Video Clip).
- a. copy objects      b. select objects      c. draw objects      d. erase objects
25. You use the paint bucket tool to (2-The Flash Interface/Video Clip).
- a. fill enclosed areas with color      b. select round objects      c. draw precise paths      d. draw oval objects
26. The hand tool in *Flash* is used to (2-The Flash Interface/Video Clip).
- a. draw a character's hands      b. move the stage      c. make a character wave      d. move the Toolbox
27. A (3-Symbols) is a graphic, button, or movie clip that you create once and then are able to reuse in any movie.
- a. sound bite      b. 3-D image      c. hologram      d. symbol
28. When you want to show something important in your movie, like displaying text or making a major movement change, you use (4-Keyframes).
- a. frames      b. keyframes      c. spotlights      d. key windows
29. Each time you insert a symbol on the stage, you create a(n) (5-Instance) of that symbol.
- a. hologram      b. instance      c. interior      d. outline
30. *Flash* can animate movements between keyframes; this is called (6-Motion Tweening).
- a. motion tweening      b. creating an instance      c. filling in      d. in-betweening

# ANIMATION

J	D	D	W	C	D	I	C	F	C	M	P	Y	G	Q
Q	G	N	M	O	H	K	I	O	I	D	E	X	R	A
U	U	N	U	T	D	L	R	C	L	N	D	Y	A	Y
S	L	I	Y	O	E	N	K	V	S	L	R	K	D	A
U	O	F	C	D	R	E	I	I	U	E	A	D	I	L
H	A	U	I	K	Y	G	D	W	M	M	O	I	E	P
S	T	T	N	M	T	T	K	A	Q	L	B	S	N	Q
G	O	A	O	D	L	E	R	C	E	V	Y	K	T	H
R	D	U	P	A	T	F	X	C	A	Q	R	R	F	Q
Z	S	E	W	A	V	D	J	T	L	B	O	O	Z	K
E	P	O	R	T	A	M	U	A	H	T	T	T	Z	P
A	N	I	M	A	T	I	O	N	U	J	S	C	X	J
M	O	V	I	E	I	D	I	M	W	G	E	A	D	D
B	F	V	U	Y	E	K	F	R	H	I	Y	K	R	O
A	S	G	U	S	R	E	Y	A	L	P	T	X	Q	D

ACTOR  
ANIMATION  
BACKGROUND  
CEL  
DISK  
EDITOR  
FILE  
FRAME

GRADIENT  
MICKEYMOUSE  
MIDI  
MOVIE  
PATH  
PLAY  
PLAYER  
QUICKTEXT

SOUND  
STORYBOARD  
THAUMATROPE  
WALTDISNEY  
WAV  
WINDOW

# WEB SITES FOR SOUNDS/MUSIC

<http://findsounds.com> (Thunder)

<http://deusx.com/studio.html>

[www.flashkit.com](http://www.flashkit.com)

[www.dailywav.com](http://www.dailywav.com)

[www.soundamerica.com](http://www.soundamerica.com)

