Assignment: The Digital Flipbook

Course: 2D Animation

**OBJECTIVES**

**This assignment is designed to demonstrate your understanding of the following concepts:**

CGI Animation Frame Rate Screen Size Creating Animation Objects

Morphing Tweens (shape tween) Motion Tweens Using A Timeline Layers Frames

**THE ASSIGNMENT PART:**

Here is the breakdown of what you need to do:

Hey, remember that hand-drawn sticky-note flipbook you did near the beginning of the course? Good. Because you’re gonna use that flipbook as your storyboard for this assignment. You’ll be using what you’ve learned about CGI animation these past couple of weeks to transform your hand-drawn animation into computer-generated animation. TIP: Use Flash’s “onion-skinning” button to help keep your animation consistent.

YOUR FINISHED PRODUCT MUST INCLUDE THE FOLLOWING:

* **Frame Rate:** Run at the speed of 24 fps (the industry standard for smooth animation)
* **Stage Size:** 800 (w) x 600 (h) pixels
* **Length:** Be between 168-360 frames long (which will produce 7-15 second animation). Since computer-generated animation takes less time to do (due to the automated tweens available to you, it should be no problem to extend your flipbook animation to include a few extra frames if you want to).
* **Layers:** Include separate layers: at least 1 background layer, and 1 layer for each character/animation that occurs.
* **Illustration:** Include characters of your creation. You may use images from your flipbook and from the internet to guide your illustration but, ultimately, it is up to you to figure out how to translate your hand-drawn animation into a computer-generated animation.
* **Animation Techniques:** Incorporate the following animation techniques (studied in class):
	+ Multiple drawing tools (shapes, lines, pencil, paintbrush)
	+ Combination of frames and keyframes
	+ Graphic symbols (which allow your illustrations to become animated)
	+ Tweens – classic, motion, and/or shape
	+ Text – title and an end frame(s)

**SAVING & EXPORTING:**

As always, you will save your working file as a .FLA (flash) working file. Once you are finished, you will export it as BOTH a .SWF and a .PNG file within your Student Network drive (inside your Animation folder).

Inside your “2D Animation” > “CGI Animation” folder, you will create a folder called “loginname\_DigitalFlipbook.” Inside this folder, you will place the .FLA, .SWF and the .PNG versions of your animation. Hand this in to Ms. Hammond’s “Hand In” folder. Later, Ms. Hammond will help you link a copy of your .SWF to your Blogger blog!

**THE ASSESSMENT PART**

0 = the outcome has not been attempted

1-2 = the student has attempted the outcome, but achieved below level

3-4 = the student has attempted the outcome, and has achieved at level

5 – the student has attempted the outcome, and has achieved above level

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| CGI Animation: The Digital Flipbook | SELF (formative) | PEER (formative) | TEACHER (summative) |
| Outcomes 1-3 – Planning & Storytelling* Animation is based off of hand-drawn flipbook
* Animation enhances hand-drawn flipbook
* Animation tells a clear and creative story
 | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback |
| Outcome 4 – Formatting Conventions* 24-48 frames long (1-2 seconds)
* Animation takes place at 24fps
* Stage is set to 500 x 375 pixels
 | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback |
| Outcome 5 – Animation Objects* Multiple drawing tools are used
* Animation includes background & characters
* Illustrations are neat, complementary, realistic & creative
 | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback |
| Outcome 7-9 – Animation: Technical Details* Both standard and key frames are used
* At least 1 classic, motion, or shape tween is used
* Layers have been used to separate objects
 | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback |
| Outcome 7-9 – Animation: Overall Quality* Animation is smooth and depicts motion clearly
* Frames contain subtle changes in movement
* Transitions are realistic and well-spaced
 | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback | 0 1 2 3 4 5Replace with feedback |
| Total Mark:  | /25 | /25 | /25 |
| Outcome 9-10 – Feedback* Student has assessed him/herself
* Student has assessed a peer
* Quality feedback has been provided
 |  |  | /5 |