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The Assignment	In this series of short assignments, you'll construct simple linear and interactive narratives. Start by creating a short animation that tells a story with a beginning, middle and end. Then, design two alternate endings for the movie. We'll develop controls that allow the viewer to switch between the three endings.
Objective	The purpose of these exercises is to gain familiarity with creating tweened animation, and to introduce ways to control the movement of the timeline in a Flash movie through the use of Actionscript. This assignment will also introduce the concept of Flash events, and explore their use in interactive design.
Topics	Frame labels Symbols and types Buttons as control elements Manipulating the timeline Actionscript events and methods Movie Explorer Trace debugging
Guidelines	<p>As you're designing your animation, keep in mind that the artwork isn't the focus. It exists to provide raw material for manipulating the presentation of your Flash movie through code. Both the dimensions of the movie and its duration are up to you. It's important for the narrative to have three different endings that branch from the same point, but other than that the content is up to you.</p> <p>Also, as you're designing the elements of your animation, try to incorporate a frame that encompasses the artwork. This will eventually be where we place the buttons that control the animation.</p>
Timeline	<p>9/2 Assignment distributed. Begin sketching of narrative ideas.</p> <p>9/7 Produce artwork for narrative. Animate introduction.</p> <p>9/9 Begin branching of timeline. Add buttons.</p> <p>9/14 Investigate alternate part two of narrative branching.</p> <p>9/16 Final presentation and class critique.</p>