***Name:*** Name Here

***AN 35SA - 2-Dimensional Animation in Flash***

**Assignment 2: Motion Tweening**

[ ]  Create a folder for all the pieces that you will be required to hand in for this assignment. Name the folder:

 ***lastname-assignment2***

**\*\*\*\*Save this word document to your folder before continuing.\*\*\*\***

[ ]  Once you’ve completed the lesson you should have a file called **leaf.fla** and a file called **leaf.swf** saved to your **assignment2** folder.

[ ]  In a new Flash File (Action Script 2.0), create an animated greeting card. Your card must be for a special occasion that would merit a greeting card. You could involve several symbols of that particular holiday (i.e. Christmas might use, elves, trees, snowmen, stockings, etc). Although creative control is yours, you must do the following things to receive proper marks.

* The animation must be at least 200 frames in duration
* Everything in the animation must be drawn by you. You may choose to import a picture to your library to trace it in Flash, but the imported graphic should not be used in your animation.
* You must use the following types of tweens:
* Motion Tween
* Scale Tween
* Tint Tween
* Rotation Tween
* You must use layers properly (one object per layer, name your layers)
* Use a screen size of 800 (w) x 600 (h) and a framerate or 25 fps
* Remember to be creative and original.

 Save your flash file as **tweening2.fla** and be sure to test movie when finished to create an **.swf** file.

[ ]  Answer the questions below (5 marks)

What are the 2 main advantages to using symbols in a Flash animation?

Answer Here

What are the three different types of symbols?

Answer Here

What is the best way, in your opinion, to name a symbol? Why?

Answer Here