Tasks for frame 1:

1) Repair the buttons so that the user can navigate to the various frames (and remain in the frame until he clicks the home button)

2) Add "Made by" + your first name + last name to this frame.

General Tips:
- You also can move to other frames with the little button on top right.
- Hit F4 to show/hide panels
- Motion tweens need one symbol instance in a single layer !
- Shape tweens work with editable graphics !
- If you delete a graphic, look in the Assets folders for a replacement.

Tasks:

Edit the "Animation city" movie clip.
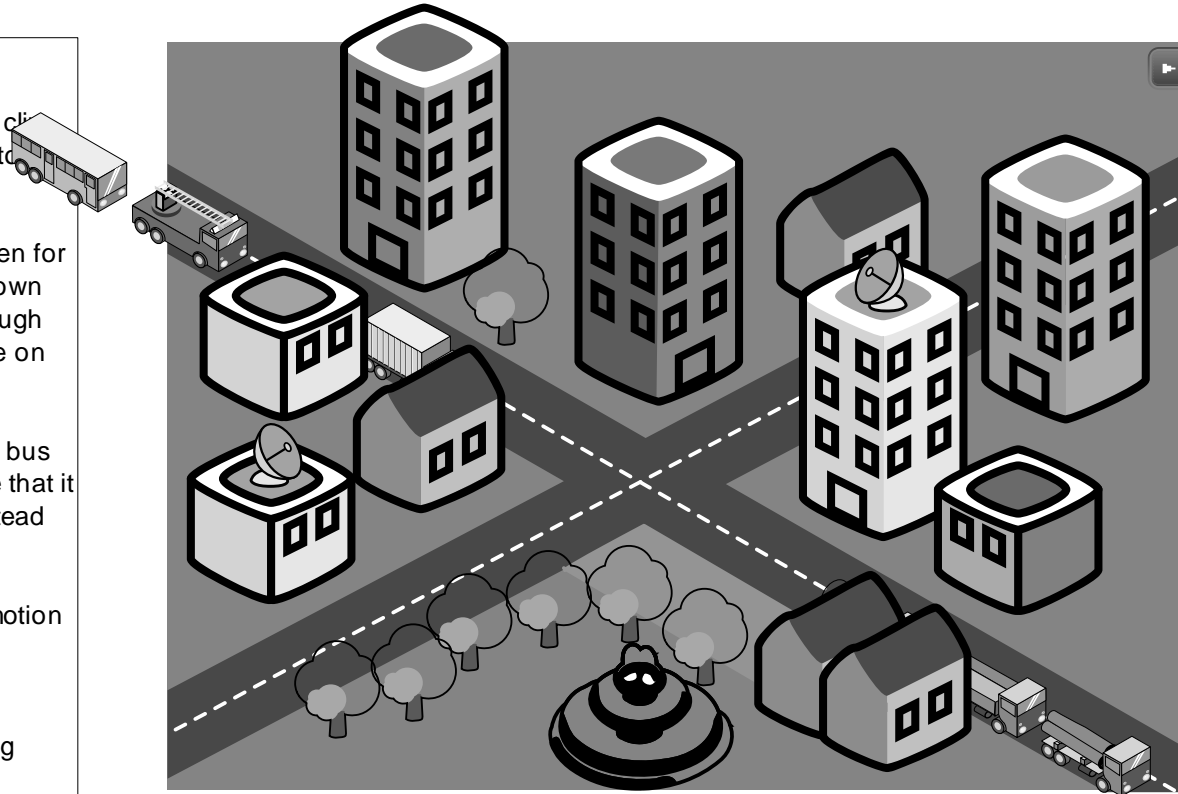Double click on the movie clip to
edit.

1) Create a guided motion tween for
the firetruck. It should move down
the street without running through
the other vehicles but still drive on
the right lane when it's free.

2) Move the bus to the (beige) bus
stop near the trees. Make sure that it
moves behind the houses (instead
of through them).

Tip: you have to do 2 guided motion
tweens.

Bonus point:
3) Add an extra animation using
existing objects or your own.

Tasks:

Edit the "Animation Birds" movie clip:
Double click on the movie clip to edit.

1) Create a guided motion tween for the little round bird (bird7). It should move in front of the two girls and stop at right side of the picture. The other birds can move forward in straight lines.

2) In the main timeline (go back to scene 1), make sure that the animation starts when the user clicks on the " Come for a picture" button.

Bonus points:
3) Create a photo flash light animation once the birds are in position.
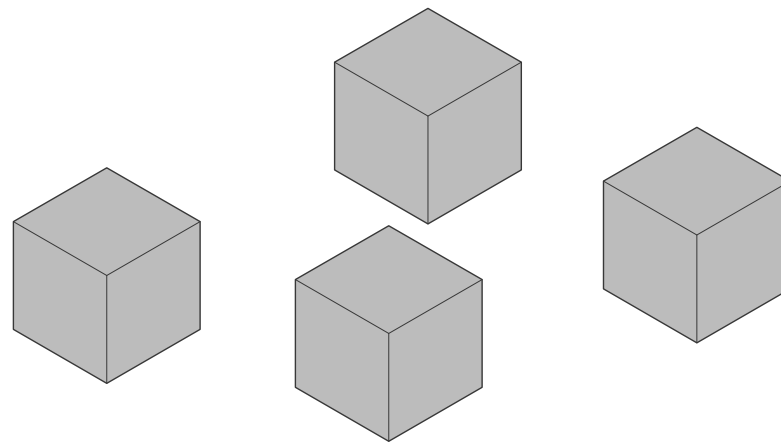
4) Create a nicer background
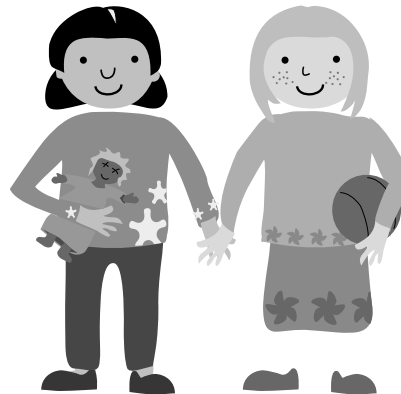
Tasks:

Edit the Animation Cubes clip.

1) Create a motion animation that will assemble these cubes into a neat stack.

Bonus points:

2) Create an "interesting" animation. E.g. instead of just moving the cubes into position have them spiral into it.

3) Add a background, e.g. a floor and some "sky".

Tasks:
Edit the Animation Penguin clip.

1) Make this penguin move to a beat. You can choose any animation technique you like, but see the bonus.

Bonus points:

2) Add a sound track.

3) Do motion animations with rotations of the joints (vs. simple frame by frame animation).
Tip: Adjust the center points of each limb before you create new keyframes. Use the Free Transform tool for that.

4) Add two buttons or more that will move the user to a specific point in this "dancing" animation.