

Tasks for frame 1:

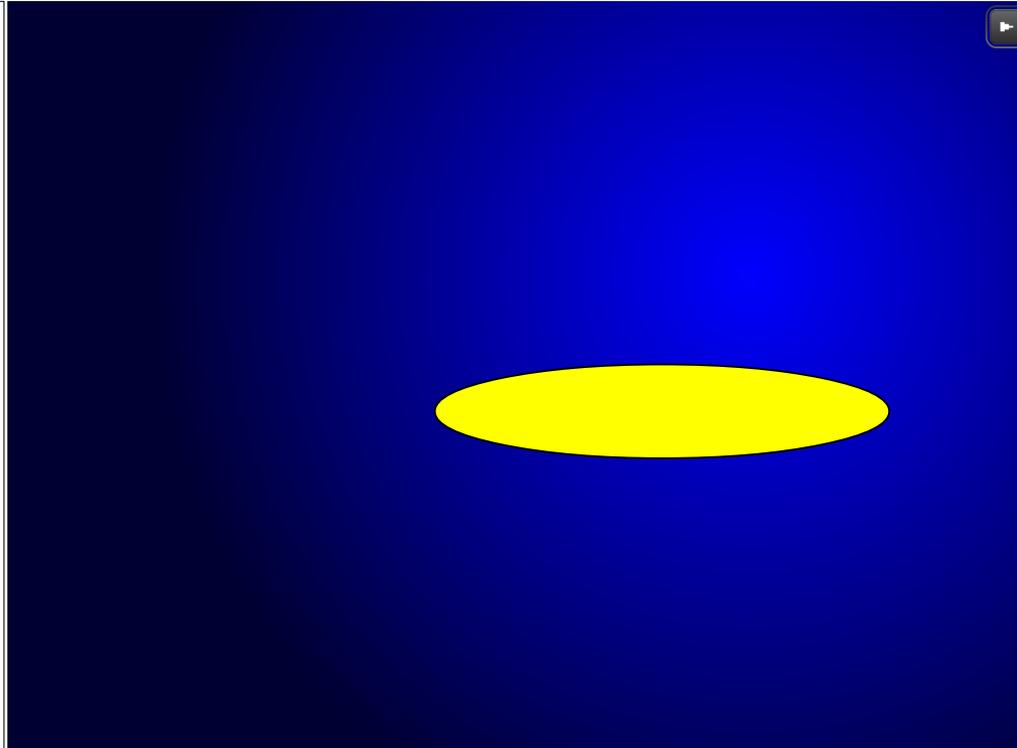
1) Repair the buttons so that the buttons match the various frames.

2) Replace the yellow oval by a "Made by" + your first name.

Bonus:

3) Turn "Made by" into an animation: very small at start and growing.

4) Improve alignments.



General Tips:

- * Do the main tasks first and add bonus questions later (they count less)
- * Make sure to edit at the right level. Except for fixing the navigation, there is nothing you should do on the main timeline. You can edit a movie clip either by double-clicking on the instance in the scene or in the library.
- * 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 !
- * If you delete a graphic or a clip, look in the assets folders for a replacement.
- * The solutions are always simple. Don't create new symbols, just fix animations and scripts...

Tasks:

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

1) Firetruck should move from down/left toward up/right.

2) Vehicles should pass behind the houses and the firetruck should not move over the bus.

Tip: you have to fix and/or adjust 2 motion tweens and make sure that layers are ordered differently.

Bonus point:

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



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Tasks:

Edit the "Plane animation scene" movie clip (double click to edit)

When a user clicks on the girl:

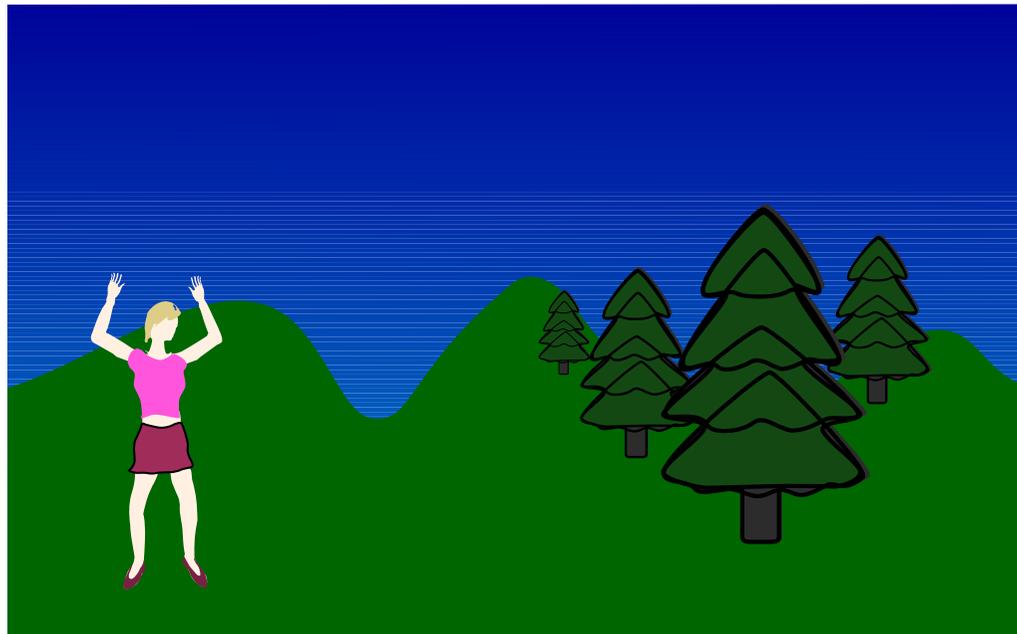
- 1) The plane should start flying over the scene
- 2) The girl should start waving her arms

Bonus points:

- 3) Create an extra animation in any way you like

Tips:

* You don't need to change the animations. It's all there, you only need to edit some ActionScript.



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Tasks:

Edit the Animation Legos clip
(double click to edit)

1) Create motion tweens that will assemble these legos into a nice wall

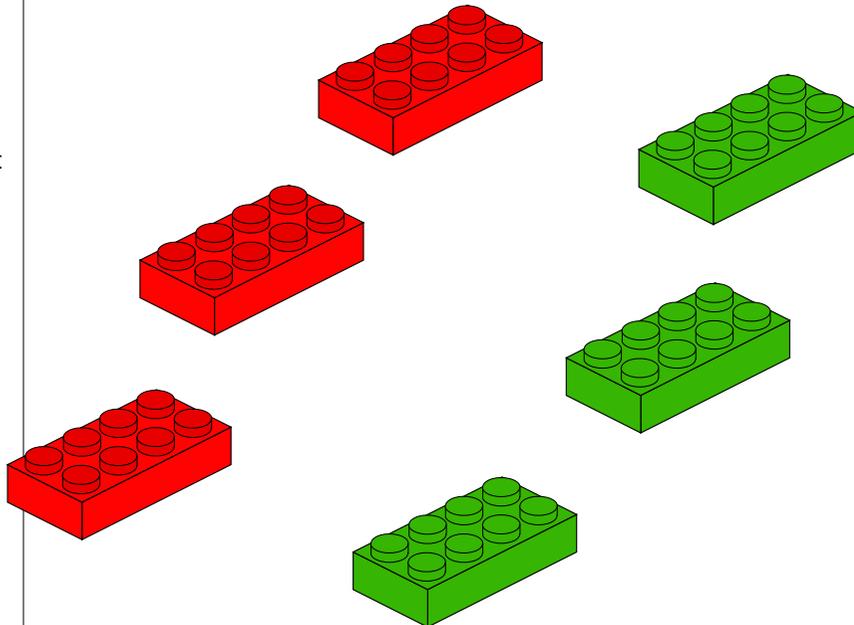
* Green Legos must be aligned at the bottom

* Red Legos must be aligned on top of the green Legos

Bonus points:

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

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



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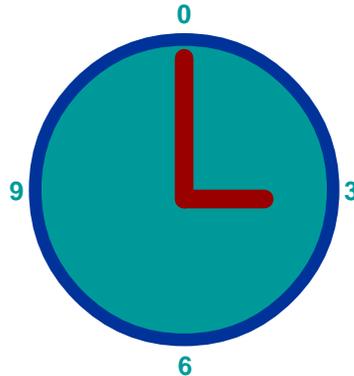
Tasks:

Edit the clock animation clip
(double-click to edit)

- 1) Make the whole clock move around in a path that is shaped like an oval.
- 2) Repair the clock so that the "minutes hand" is also turning.

Bonus points:

- 3) Complete the script for the 4 buttons, implement:
 - * restart moving around
 - * stop clock hands turning
 - * restart clock hands turning
- 4) Make sure that the minute hand turns 12x faster than the hour hand.



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