

Flash – Lesson 3 – Objects to Symbols Assignment

For this assignment you will be preparing for a small animation project by creating symbols that can be used in your project. Choose a theme for your project to create your objects around. Be sure that your animation has a beginning, a middle and an ending. So think of a story you can tell.

Task #1 – Choose a theme_____

Task #2 – Make a list of the objects you will create as symbols in your library. The more the better – Try for at least 10. Remember symbols do not have to move but can also be part of backgrounds.

Symbols are animated individually. If you want a character to wave, for example, you would need the body as a symbol, the arm as a symbol and the hand as a symbol. Each would be animated differently.

My list:

Task #3 – Draw your objects and save them in the library. Save your Flash File in the following format to your computer. Period_LastName_FlashLesson3. To turn in this assignment, take a screen shot of all the items in your library and put it on here to turn in.