MyWriterMaster

Freelance Academic Writing

MyWritingMaster

Expert Qualification Test
Digital animation

We are glad to offer you this EQT to test your subject matter depth and word doc formatting skills before taking you in our freelance expert writing team.

You will be judged on these aspects

1. **Plagiarism and referencing:** Plagiarism (Copy pasting from external sources) is a strict offense and will result in cancellation of your solution straight away. Please note that all the assignments undergo a plagiarism test using Turnitin software and a content review from our expert reviewers before sending it to the client.
2. **8 word doc formatting.**
3. **Relevant content:** The solution should be to the point and as per the questions asked.
4. **Written English language:** Your solution should have correct grammar and sentence formation etc.
5. **Commitment to word limits and deadline.**

If you have any doubts regarding the above 4 points please refer
http://mywritingmaster.in/writing-methodology/

Start

This assignment will test your Flash-based digital animation skills.

DIGITAL ANIMATION

This assignment requires you to develop a simple digital animation using Adobe Flash. In the downloaded docket there is a zip file named "digital animation.zip" that is available to download – when unzipped this will produce the following files:

- 10 images of digits (0.jpg to 9.jpg)
- A sample .swf file showing the sort of animation which you are required to produce.

To complete the animation you will also need to incorporate the following images

- The collage you created for your week 4 lab test;
- A background image (an image depicting yourself. No one else must be present in the photo);
- Another photograph of yourself different to the background image that you can cut your head out from.

The animation must be 600 pixels wide by 400 pixels high, with a Green background (#88FF99) for the stage, and run at 15 frames per second.

The animation must display the following events, at the specified times, as illustrated in the sample solution (each numbered figure must fill the entire screen). Remember that the sample solution is just a "sample" and the specifications shown may not match the assignment requirements 100%. The animated sequences in for this assignment must be tweened using the techniques shown in the lab classes (motion, shape and guide). Frame-by-frame animation will not be accepted. The different components must be entering and leaving the screen **simultaneously and follow the specifications laid out in the following table**:

Do not do any additional tasks or features that are not outlined by the specifications to follow.

Time	Animation
0–2 seconds	Statically displays your completed collage from the lab test at the hand middle side of your page. You collage will need to be resized to 300px by 200px. At the same time an image of your face moves into the screen from the top right corner to sit on the hand side of your collage. Your face must be neatly cut out from its original image and have a transparent background. Both the collage and face image must sit in the middle of the screen on their respective sides.
2-4 seconds	The image of face moves off the bottom edge of the screen and your collage moves off the top edge. At the same time an image of the first digit in your student number layered underneath the face and collage moves in from the edge of the screen whilst performing single anti-clockwise rotation. All number images used throughout this whole animation must fill the screen exactly with no overlap and perfectly fit the 600px by 400px stage area. Feel free to stretch and skew images to fit.
4-6 seconds	The first digit moves up from the to the left corner of the screen. The image of the second digit moves in from the bottom right corner.
6-8 seconds	The first digit remains still and fades out as the second digit moves off the left side of the screen. The image of the third digit moves in from the top corner (with a locked width/height ratio originating from a width of 50px), and scales up to fill the entire window, whilst performing a double clockwise rotation.
8-10 seconds	The third digit moves off the edge of the screen whilst performing a double counter anti-clockwise rotation and fading. The image of the fourth digit moves in from the bottom left corner of the screen.
10-12 seconds	The fourth digit moves off the edge of the screen, The image of the fifth digit moves in from the bottom edge of the screen (with a locked width/height ratio originating from a width of 50), whilst performing a double anti-clockwise rotation, fading in and increasing in size to fill the screen.
12-14 seconds	The fifth digit remains still and fades out as the image of the sixth digit fades in to take its place.
14-16 seconds	The sixth digit moves off the top left corner of the screen. The image of the seventh digit moves in from the right corner of the screen.
16-18 seconds	The seventh digit slides off the left edge of the screen as the final eighth digit is entering from the top edge of the screen.
18-20 seconds	The image of the eighth digit shrinks and changes into a 6 sided hexagon shape. This requirement of the assignment is worth 3 marks overall so please spend some time on it. You must use a shape tween to achieve this effect.

20-22 seconds	The shaped image of the eighth digit performs a triple roll off the -edge of the screen using a anti-clockwise rotation while your background image (a photo of yourself) fades in. Make sure that your photo is not skewed or deformed in any fashion and perfectly fits the 600px by 400px stage area.
22-38 seconds	Text based representations (not images) of the digits in your student number in its normal order (not reversed) 'bounce' across the screen in sequence. You must use motion guides, and clever positioning so that the digits appear to 'interact' with the background image (e.g. bouncing off & around objects). Be as inventive as you wish here but make sure that your numbers clearly show out opposed to the background image. Your numbers must be 50pt in size and can be of any readable font style.
38-44 seconds	Roll the credits! Have the following text move up from off screen from bottom to middle on the hand side showing: your name; your student number; Course name; An acknowledgement of your tutor. Make sure that your text is using a font that is easily readable and if it overlaps the self-image picture make sure that it is highly distinguishable against the image. On the hand side of the screen show a static photographic image of yourself and only yourself. This image must only occupy half of the screen.
44-47 seconds	Image and credits remain stationary on the screen.
47-57 seconds	**ITECH5004 students only.** You must create an animated sequence showing off some of FLASH's more complex features (none of which were taught in class). You must place a photograph of yourself (may include other people) at the center of the screen and animate a sequence of your liking around it. During this 10 second sequence you must employ at least three of the following techniques (you may think of others but your tutor must approve of them first): Non-linear interpolation; Soundtrack (copyright safe); Colour tweening; Flash 3D animation; Mouse over effects; Button controls. Be as creative as possible and show off your Flash skills.

You must submit both the saved .fla and published .swf files.

End