MM203 assignment #1

You will create a symbol-based animation. Do a google search for "marquee signs" for reference. Create a marquee sign using Adobe Illustrator. This sign can be elaborate or relatively simple. There should be a base element with decorative flourishes and a definite area for the text to exist.

Plan your animation of your marquee sign, figure out how the sign will need to function and how you will need to separate elements so that they can be animated easily.

In Adobe Illustrator, establish the necessary layers and structure for importing into Flash (similar to the setup we used in class for the flashing creation button). Make sure you name your elements and layers properly. Save this Illustrator file using the structure **ClassLastnameAS01sign.ai (example: mm203sullivanAS01.ai)**

In Adobe Flash, animate that sign as an active element with flashing lights, neon, etc. All your animating parts should be created from symbols using classic tweens to achieve the animation. Complete a looping animation that lasts AT LEAST 30 frames, NO MORE than 120 frames. Save your completed Flash animation file using the naming structure **classLastnameAS01Anim.fla. (example: mm203sullivanAS01Anim.fla)**

Place both files in a folder using the naming **structure classLastnameAS01 (example: mm203sullivanAS01)** and turn that folder in to my Drop Bx before the beginning of next class.