

**DMT 110 Multimedia**  
**Rubric Project 3 Multimedia in Flash**

Produce a multimedia project in Flash MX.  
Final .swf file and .fla file will be turned in

**Topic is animation**

Your goal is to produce a project that explains animation to someone who knows very little about animation

- You may include whatever information that you gather in your quest to understand what is animation.
- That may include what kinds of animation there are, what programs can be used, some terms, the history of animation etc.
- Your project must include some samples of animation produced from class demos, such as motion, shape tweening, transparency tweening and text tweening.
- You may work with someone else to gather information but the project and artwork should be your own.
- Resources and web sites can be used and must be referenced properly (see my web site), images (copyright free or referenced images) can be used (jpgs are best in Flash).

**Additional participation requirements for this chapter and project include**

1. Find an article about animation online or in a magazine and write a 1/2 page summary of the article.
2. Critique a theatrical trailer or animated video (not a game).
3. Your personal definition of animation.
4. The storyboard will be due 1 week after this rubric is passed out.

**Storyboard** - hand drawn screen layouts and flow chart for organization 2 pts

**Structure** - non-linear 3 pts

**Interactivity** - 4-6 buttons and mouse overs including at least one movie clip 5 pts

Follows **design principles** outlined earlier in the quarter 2 pts

**Creativity** 5 pts

**Craftsmanship** - that includes sources 2 pts

**Critique (finals week)** 1 pt