

REVIEW EXERCISE

One

Create this animation with symbols you create yourself.

Requirements:

- Have a background that represents a bright sky.
- Draw a green band at the bottom to represent grass. Have it moving or flowing for the entire animation.
- Draw a perfect circle to represent the sun. Have the sun rise.
- Have the sky/background get brighter as the sun rises.
- Draw a blue square to represent a butterfly. Have the “butterfly” dance in a non-straight line across the stage.
- Have your name appear in the sky, morph into a balloon, and fly off the stage.
- Timeline of 75 frames.
- **Save as sunrise.**

Two

Make use of a navigation bar.

Requirements:

- Use Pattern as the background image. (Resize image if need be.)
- Create two colored bars (your choice of colour) at the left of the page. One will contain your name, the other will be a navigation bar.
- Create two small circles to act as buttons. One should be red and the other should be yellow.
- Have the yellow one launch the bird file.
- Have the red one launch the penguins video.
- **Save as navigation.**

Three

Using the two pictures (fish and shark), create a simple animation that showcases these pictures from a summer holiday.

Requirements:

- Background in a colour of your choice.
- Your name is on the background before the pictures arrive. Your name is typed in a large font and red. Rotated in 3D.
- The images arrive at different times with the title “Summer” arriving last.
- Format “Summer” to look attractive.
- Rotate both images so they each arrive slanted.
- Timeline of 45 frames.
- **Save as summer.swf and summer.html**

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Four

Create a loader.

Requirements:

- Create a coloured stage.
- Have the bird picture on the left side of the screen.
- Create a loader on the right side of the screen.
- Have the mouse change to a white hand when it is hovering over the bird.
- When you click on the bird, have the fish picture appear in the loader.
- Code the loader such that when you click on the fish picture, it disappears.
- **Save as yournameloder.**

Five

Bones.

Requirements:

- Using bones, draw a stick person with his arms at his sides.
- Have the stick person jump in the air and land on his feet.
- Have him shake his head from side to side.
- **Save as yournamebones.**