

Flash Worksheet #1

NOTE: Create all symbols 1st (Ctrl+F8). For each new symbol placed on the stage, a new layer should be made.

Create the following movies:

1. This movie must have a ball bouncing around the stage. You must also create a thick border around the stage that will act as walls. Each time the ball bounces off the wall the ball shape should change. Repeat the entire move so that it bounces on and on. (Have the ball end where it started) (Save as fmovie1)
2. This movie must have 3 different balls bouncing at the same time. Be sure to use different sizes and colours. Be sure to use layers (each ball has its own layer). (Save as fmovie2)
3. Create a movie that illustrates 2 images crashing with each other. Have each image start at either side of the stage. When they meet create some sort of explosion. You should use logos of your favourite bands or sports teams (you do not have to re-draw them). Remember each object must be a symbol and have its own layer. (save as fmovie3)
4. This movie should have a ball (any colour bouncing) continuously around the stage. At the same time your name should be displayed in the middle of the stage. Each time the ball hits an edge of the stage; your name should shake. (Save as fmovie4)
5. Modify movie #1. Add sound effects, so that each time the ball hits a wall a sound is made. (Save as fmovie5)
6. Create a movie that makes use of a button. The button should be positioned on the left side of the stage. The button should have rollover effects and sound when the button is depressed. Once the button is depressed an object (you draw something) will fall from the top of the stage and to the bottom. When the object lands on the ground a sound should be made and an effect is shown. (Save as fmove6)