

# Project 6 - Extra Credit

## ART 2304

### Character Animation

#### Deliverables:

1. FLA file
  1. SWF file
- 15 - 20 sketches

#### Project Overview

Character development and animation using Flash. This process may also incorporate other programs and processes learned from the past semester.

*This Project is extra-credit.* A possible 10 extra points can be earned to go toward your final grade. To earn the 10 points, your project must show a thorough understanding of Flash processes and creativity.

#### Guidelines

1. Develop a character and animate it using Flash.
2. Sketch out character ideas using traditional or digital medium. Good development will include 15-20 sketches which includes development of your "final" character.
3. Once you have chosen a final character, scan image and trace using Illustrator/Flash/Photoshop. Think of every body part as a separate layer. Have separate layers for arms, head, eyes, legs, etc.
4. Using Flash you will utilize motion, shape and motion guides to achieve a finished action for the character.
5. Keep this simple. Don't overcomplicate things, but at the same time, simple does not mean boring.
6. Keep your ideas solid and interesting.
7. Your animation must last at least 3 seconds.
8. Keep composition in mind as well as color choice—ie. All of the Art and Design Elements you have come to know and love.

#### Project Process

- Look for characters online for inspiration