

ROCKET ANIMATION

LiveMotion Assignment #1

Animation assignment will allow you to practice the following LiveMotion skills:

1. Create objects to animate, rotate, and scale.
2. Display and work with the animation Timeline window.
3. Create and edit motion paths.

Requirements:

1. 15 second animation.
2. Five objects- (example: launch area, rocket, planet, background, landing area)
 - combination of vector and bitmap images
3. Three Transitions
- 4. Experiment and be creative.**
- 5. Save as = your_initials_01assign.liv (ex. JB_01assign.liv)**

Due Date: *Friday (December 11, 2009)*

Point Value: *100 points*