

TEACHER INSTRUCTIONS FOR USE OF THE FLASH STORYBOARD

Background:

The Flash Storyboard is a planning tool for a Flash Movie with three Scenes and two Transitions between the Scenes. You can increase the number of Scenes and Transitions, but be careful not to plan a movie that is beyond your ability to create given your skills and the computer time available. It is better to have something successful and complete, then complex and unfinished.

The Storyboard is an outline showing the main actions and objects that need to be considered in planning a Flash Movie. The Storyboard can be considered a map or a planning tool and since it is only one page, it may be too small to try and put all the information here. You can fill out the information in another way as long as you include all the components. You will be filling this out in Lesson 34.

The Movie is set to last 30 seconds. It is possible to choose other lengths of time. Multiply the Frame Rate (12 FPS) times the new time in Seconds plus one to get the new Keyframe value for each Scene. Increasing the time between Scenes will slow down the transitions and allow for longer reading time.

The 3 Scene, 2 Transition structure is designed to constrain the Movie into something that is achievable within 4-5 hours of computer time.

Theme/Content:

In the Theme/Content boxes, you will describe the point or message you wish the viewer to understand or comprehend in each Scene and in the Transitions between the Scenes. The message must be related to the theme of the dictionary chapter that your group is assigned, and the specific word you choose for your Flash movie. For example, if your word is The El (elevated train), your message may be that The El is a regional example of a more general category of words that describe transit systems, and that there exist other regional variations in any setting that has a major train system. This will help you decide what artwork and text you wish to include in the movie, and how you want it to change and transform during the movie.

The assignment requires at least one each of text, image and drawing to complete successfully (more is good, but remember not to plan something that is beyond your ability to create given computer time and skills) and must have an element of change, transition, progression or movement involved (to take advantage of motion graphics.)

Text, Shape, Image and Background rows:

For the assignment there will be at least 4 Layers: one each for Text, Shape (drawn with the Flash drawing tools), Image (imported from Photoshop or the Web) and the Background color.

The Scene boxes are used to describe the objects/artwork that will be visible, where they will be placed on the screen, colors, transparency, etc. (i.e. plan or sketch out the design ahead of time.)

The Transition boxes are used to plan which Transitions/Changes will be executed for each object. For simplicity only one or two transitions should be executed for each object. For the Assignment as a whole, you must do at least one Alpha Transparency, Motion, Change of Shape and Change of Size. All the Transitions should be listed in each box. For each text phrase, shape and image, you must list the transition you are going to apply.

The Background Color does not need to change. However, you may choose to change background colors if you are trying to convey a specific mood or message.

Text can be words or short phrases that stand alone or are used to provide description of the Shapes and Images or tell about the transitions or changes. Your text must include all the information described in the **Dictionary Guidelines**, under the step related to word entries.

Shapes and Images must be relevant to the Theme and Content, as we have discussed in previous Flash lessons. You must be able to convey the relevancy through the content of your movie so that your audience clearly understands it.

