

## FLASH STORYBOARD

### TEACHER INSTRUCTIONS FOR USE OF THE FLASH STORYBOARD

#### Background:

The Flash Storyboard is a planning tool for a Flash Presentation with two Scenes and one Transition between the Scenes. The Students can increase the number of Scenes and Transitions, but they should be forewarned against planning to create a presentation that is beyond their ability to create given their 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 Presentation. 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. The students can fill out the information in another way as long as they include all the components.

The Presentation 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 2 Scene, 1 Transition structure is designed to constrain the Presentation into something that is achievable within 4-5 hours of computer time.

#### Theme/Content:

This is the class specific assignment as realized by the student. In the Theme/Content boxes, the student is to describe the point or message they wish the viewer to understand or comprehend in each Scene and in the Transitions between the Scenes (e.g. under Greeting, the intended message may be to indicate that “Whassup?” is the way to say “hello” in teen slang).

The assignment requires at least one each of graphics, greetings, buttons, spatial transitions, push buttons, credits, and title to complete successfully (more is good, again with the caveat against planning for something that is beyond their ability to create given computer time and their skills) and must have an element of change, transition, progression or movement involved (to take advantage of motion graphics.)

#### Layers:

For the assignment there will be 8 Layers: one for Background, one for Graphics (shapes and imported images converted into symbols), one for a “Hello” greeting, one for Buttons (linked to a relevant website containing information about the dialect research subtopic), one for the spatial transition between the Greeting and the Dialect Button (named Dialect), one for Push Buttons, one for the Credits, and one for the Title.

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, the student must do at least one change of tint, transparency, or brightness. This transition is listed in the first box. All the Transitions should be planned by the students, and listed in the transition boxes. For each layer, students must list the transition they are going to apply.

The Background Color does not need to change. It is a student choice.

Graphics must be relevant to the Theme and Content (e.g. an image of an Aztlan symbol or flag would be appropriate for a research project devoted to Spanglish).

