Animation can explain whatever the mind of man can conceive. This facility makes it the most versatile and explicit means of communication yet devised for quick mass appreciation.
Walt Disney

Interactive Foundation   Project 2 – *Animal training*

This phase of our class will cover design and creation of interaction strategies that expose you to control systems in interactive media. All used to help create a engaging set of simple animated characters that can be controlled with simple "buttons."

Duration of this workshop is 2 weeks.

In this phase, we will develop a small interactive project that gives you an opportunity to learn how to program and control simple events in a interactive media project.

The method to create the project will be structured to encourage you to:
- Understand timelines, moving art or elements within time
- Create evocative "animation" from simple graphic shapes
- Learn how to program basic controls for interaction
- Explore the paradigms of interaction strategies.

Outcomes:
1. An understanding of timing and sequencing of simple moving shapes
2. An understanding of visual metaphor in motion.
3. A practical knowledge of interaction strategies and controls
4. An basic exposure to the Flash Program.

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Design an "animal" using only simple basic geometric forms – circles, cones and squares.
Put the animal in a "rest" state in a single frame

Create three simple animations
The animations can be – sit down or sit up; or stand up; jump; lie down walk forward and back; etc.

Each animation should be looping… in other words, if you rest state standing, then the animation to sit down should go to the sitting state and then return to the standing rest position.

We will program buttons to control these on Wednesday, 17 March.