

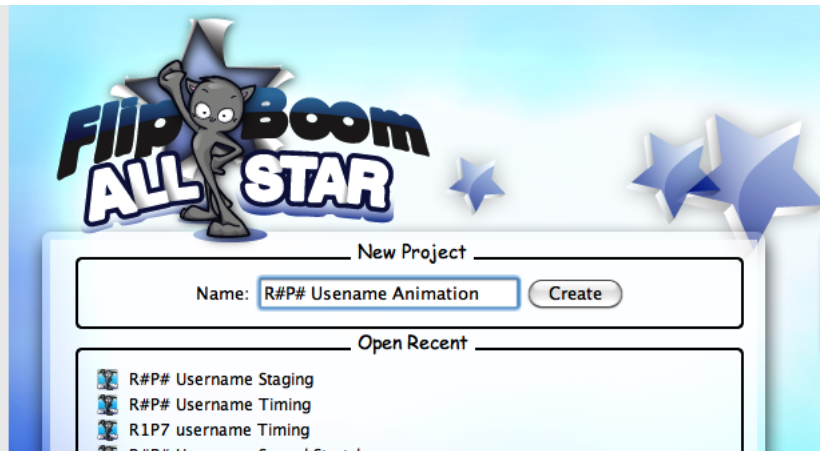
# Setting Up Your Advanced Animation Project

## PROJECT REMINDERS

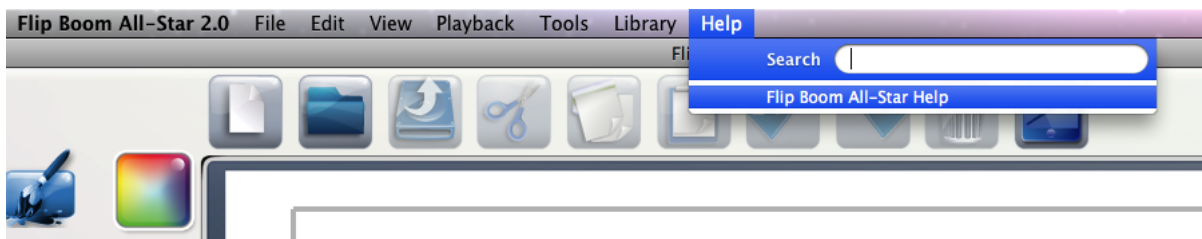
### MINIMUM Duration - 30 FPS

- 1) This is an **Advanced Animation** project. If you are not confident in your animation skills, you may want to choose the digital story/poster option.
- 2) Advanced animations should move at a smooth rate of 12 Frames per second or higher. They should not be choppy or play back like a slide show.
- 3) Advanced Animations should include a good soundtrack along with sound effects to bring the animation to life.
- 4) Advanced Music Video animations should illustrate and interpret the lyrics, not just be the writing of the lyrics simply as text.
- 5) **You are responsible for bringing in the audio file if you are doing a music video.** This can be on a **CD or an MP3 file** on a flash drive. iPods will not sync with the school computers. You may partner up with someone to PRESENT a longer music video of the same song but you are still responsible for creating, animating and submitting your own **INDIVIDUAL** project file.

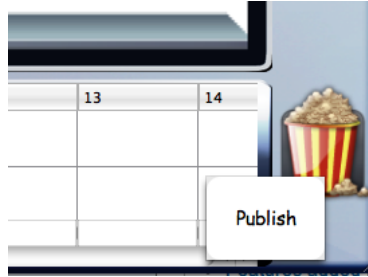
**1) Log in using the hard drive account (R#P#). Open up Flip Boom All Star 2 and name your new project correctly: R#P# Username Animation**



**2) Use the "Flip Boom All-Star Help Section to refresh your memory on how to animate, group, and add your \*music file (if you are making a music video).**



3) When you are completely finished, click on the Popcorn icon (Publish) button in the lower right corner to export your animation.



4) Choose the blue "Q" quicktime cup.



5) Make sure your project is named correctly and add the word "Export" after "animation" and save to the DESKTOP. From there, you can bring the quicktime movie into iMovie for further editing.

