

> parallax

> objective(s):

Students will create a moving environment that includes three levels of parallax.

> curricular focus:

This lesson emphasizes the use of motion tween and understanding the apparent change of speed of an object due to distance from the camera/viewer.

> principles of animation:

- timing (<https://youtu.be/BarOk2p38LQ>)

> specifications:

save as: Parallax_LastnameF

width: 1920 px

height: 1080 px

frame rate: 30/sec

> instruction:

- review timing principle
- define parallax
 - the apparent movement of objects when viewed from different positions
example: while driving on the highway electrical poles near the road seem to zoom past while trees in the distance appear to drift more slowly
 - watch video on parallax comparison (<https://youtu.be/2z4OTRFuLP8>)
- review types of symbols
 - watch *Types of Symbols* (<https://helpx.adobe.com/animate/how-to/types-of-symbols.html>)
- review motion tween
 - artwork should be converted to graphic or movie clip symbols
 - move symbol to beginning location, create tween, then move to finishing location
 - the amount of keyframes effect the speed of the layer
- review how to draw in Animate
 - watch and follow *Drawing in Animate* video
how to use Primitive drawing tools and Object Drawing mode
<https://helpx.adobe.com/animate/how-to/drawing-in-animate-cc.html>
for the SchoolGirl asset file go to the Drawing with Shape Tools folder in the Drawing Tutorials folder
 - watch and follow *Drawing with the Brush Tool* video
<https://helpx.adobe.com/animate/how-to/drawing-with-brush-tool.html>
how to use the Brush tool and Object Drawing mode
- view student work in *Parallax Projects* folder
- view teacher example in *Parallax Example* folder

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> procedure:

- decide on environment and three levels of parallax
 - three levels will be foreground, middleground and background
 - examples: fence, trees and clouds | telephone poles, houses and mountains | asteroids, planet and sun
 - approve with instructor
- create background
 - graphic(s) should be half the width of document (960 pixels) before repeating twice (2880 pixels wide)
 - for continuous graphic (like ground or mountains)
 - top of left and right edge should have the exact same y value (so that the graphic lines up when it repeats)
 - OR your graphic is half the width (960 px) then copy, paste, flip and put together the graphic so that the left side of the graphic and the right side of the graphic are identical
 - for gapped graphics (like trees or clouds)
 - have empty space (gap) on the left edge and right edge of the layer
- create middleground
 - graphic(s) should be twice the width of document (3840 pixels)
 - for continuous graphic (like ground or mountains)
 - top of left and right edge should have the exact same y value (so that the graphic lines up when it repeats)
 - OR your graphic is the full width (1920 px) then copy, paste, flip and put together the graphic so that the left side of the graphic and the right side of the graphic are identical
 - for gapped graphics (like trees or clouds)
 - have empty space (gap) on the left edge and right edge of the layer
- create foreground
 - graphic(s) should be three times the width of document (5760 pixels)
 - for continuous graphic (like ground or mountains)
 - top of left and right edge should have the exact same y value (so that the graphic lines up when it repeats)
 - OR your graphic is the full width (1920 px) then copy, paste, flip and put together the graphic so that the left side of the graphic and the right side of the graphic are identical
 - for gapped graphics (like trees or clouds)
 - have empty space (gap) on the left edge and right edge of the layer
- adjust speeds for each level by changing the number of key frames

> requirements:

- file specifications are adhered to
 - all layers are named appropriately
- total animation duration is 6 seconds or less
- animation is forever looped
 - animation should run continuously without any noticeable restart "hiccup"
 - this means the first and last frames must be identical
 - for continuous graphic (like ground or mountains)
 - copy, paste, flip and put together the graphic so that the left side of the graphic and the right side of the graphic are identical
 - for gapped graphics (like trees or clouds)
 - have empty space (gap) on the left edge and right edge of the layer
- three distinct levels of visual depth
 - foreground, middleground, background
- three distinct levels of speed
 - foreground will be moving relatively quickly
 - middleground will be significantly slower than foreground
 - background will be significantly slower than middleground