

## TechnoAnimate Skill Summary

<b>Content Knowledge:</b>	<input checked="" type="checkbox"/>
define animation	
understand the history of animation and how the computer has changed how animation is created	
understand how the Animate program can be used to create animation	
list the benefits of using the computer to create animation	
label the parts of the Animate window	
understand the difference between a blank keyframe and keyframe	
define types of animation including frame by frame, motion tween, tweening, shape tween, bone tool, and motion paths	
recognize the difference between frame by frame animation and a motion tween	
recognize the difference between a motion and shape tween	

<b>Graphics:</b>	<input checked="" type="checkbox"/>
<b>Draw Objects</b>	
draw shapes such as a line, oval, and rectangle	
draw freehand using the Pencil, Brush, or Paint Brush tools	
draw a polygon, or zigzag shape using the Pen Tool	
<b>Format Objects</b>	
change the Pencil type by making a selection from the Pencil options	
select the brush size and shape from the Brush options	
adjust the paint mode to fill different areas with color using the Brush Tool	
fill an object with color using the Paint Bucket Tool	
fill the stroke of an object with color using the Ink Bottle Tool	
format the stroke color, weight, style, and fill color from the Property Inspector	
<b>Edit Objects</b>	
delete an object from the stage using the DELETE key	
clear the entire stage using the Selection Tool and the DELETE key	
erase a drawing using the Eraser Tool and its options	
select a stroke and fill color from the Stroke Color Control and Fill Color Control	
transform an object by rotating, skewing, or scaling it using the Free Transform Tool	
move, bend, and warp an object using the Selection Tool	
edit the individual parts of a shape using the SubSelection Tool	
select a portion of the stage using the Lasso Tool	
cut, copy, paste an object	
modify the appearance of a grouped object in the Editing Pane	
modify the stack order of objects	
group together multiple objects	
group together the stroke and fill of an object	
break apart an object	
ungroup an object	
<b>Add Text</b>	
add words using the Text Tool	
format the text by adjusting the font, font size, and font color in the Property Inspector	

Name:

anchor an object to a motion path	
animate an object to follow a motion path	
orient an object to the motion path	
<b>Working with Symbols</b>	
create a new movie clip symbol	
convert an animated sequence into a movie clip symbol	
edit a symbol in the Editing Pane	
set the properties of a movie clip symbol	
<b>View Animation</b>	
view the animation using the ENTER key	
view the animation by scrubbing the play head across the Timeline	
test a movie or scene in the Preview pane	
view the stage in onion skin view	
<b>Add Sounds to the Timeline</b>	
import a sound into the Library	
add a sound from the Library into the Timeline	
adjust the effects for a sound to make it fade in	
stream a sound clip	
<b>Export a Movie</b>	
export a document as a SWF movie or an MOV movie	

<b>Applied Technology:</b>	<input checked="" type="checkbox"/>
analyze animation within a movie	
create scenes to produce a story using drawings, objects, and symbols	
animate a space adventure using frame by frame animation, motion tweens, shape tweens, bone tool, and motion paths	
add sound to a document to enhance the story action	
create a single scene, short story, advertisement, or electronic greeting card	