MARIS STELLA COLLEGE (AUTONOMOUS), VIJAYAWADA -8
(Affiliated to Krishna University, Machilipatnam)
SYLLABUS

Subject: Computer Science   **Semester: VI**
Course Title: Practical - X
Course Code: COMPC089
No of Hours: 30   **Credits: 2**

Objectives
- To understand the basic flash animation techniques and tool using Adobe Animate CC.
- To impart the tweening, morphing concepts in the flash animation.

Course outcomes
CO1: Demonstrate and execute the meaningful animation application using flash techniques.
CO2: Apply multimedia tools in developing Flash Animations.

List of practicals:
1. Draw an animation to show a bouncing ball.
2. Draw an animation to show a moving stick man.
3. Draw an animation to show a fainting banana.
4. Draw an animation to show sunrise and sunset.
5. Draw an animation to show a disappearing house.
6. Draw an animation to show two boats sailing in river.
7. Draw an animation to show a scene of a cricket match.
8. Draw an animation to help teach a poem or a song.
9. Draw an animation to show cartoon with a message.
10. Make a movie showing Shape Tweening.
11. Make a movie showing Motion Tweening.
12. Add sound and button to the movie.

References:
Adobe Animate CC 2019 - https://www.freesoftwarefikes.com