Activity 6  Sound in Animations

Objectives:

After successfully completing Activity 6, you will be able to do the following:

1. Explain how sound can convey powerful emotions.
2. Describe the difference between analog and digital sound.
3. Import sounds from a library into an animation layer.

Step 1. Listen and write

1. Locate a sheet of blank paper and a pen or pencil.
2. Spend a few minutes listening to the sounds around you. If you want, close your eyes so nothing visual interferes with your listening.
3. Write those sounds down. Can you hear other students in the room talking? What about sounds outside of your classroom? Try to use descriptive words to capture sounds you are sure of, for example, high-pitched squeaking like a tiny mouse.
4. Share your list with your partner. What sounds did you both hear? What sounds did just one of you hear?

Step 2. Launch the software

1. Double-click the Adobe Flash Professional Icon on your desktop.
2. Click “ActionScript 3.0” in the window that appears.

Step 3. Explore the Sound Library

1. On the Window menu, point to Common Libraries.
2. Click Sounds.
3. Click the first sound file.
4. Click **Play** to listen to the sounds.

Continue to scroll through the library to hear other sounds, only pick a few, so you will have time to finish the activity.

**Step 4. Use sound to type a word**

1. Rename Layer 1 **Word**. Double-click the layer name and type the new name.

2. Press Enter on your keyboard.

3. Insert frames 1 to 15. Highlight the first 15 frames, right-click at frame **15**.

4. On the menu that appears, click **Insert Frame**.

5. Click frame **3**. You will leave the first two frames blank.

6. Insert a keyframe.

7. Use the Text Tool to type the letter **Y**.

8. Insert a keyframe at frame **5**, and then type the letter **E** to the right of the **Y** inside the box.

9. Click frame **7**.

10. Insert a keyframe.

11. Type the letter **S** to the right of the **E** inside the box.

12. Click frame **10**

13. Insert a keyframe.

14. Type **!** to the right of the **S** inside the box, so that your stage now reads **YES!**
15. Click **New Layer**.

16. Rename the new layer **Sound**.

17. Click **Household Light Switch Click** in the library.

18. Click frame 3 of the Sound layer.

19. Insert a keyframe.
20. Drag the sound from the library onto the stage. A blue line will appear on timeline that will match the visual representation of the sound in the Sound Library.

21. Add the sound at frames 5, 7, and 10.

22. Click the first frame.

23. Press Enter on the keyboard. Watch and listen to the animation.

**Step 5. Create a second animation, with sound**

Choose one of these animations to create. *There are general instructions, but unlike other activities, you will have to figure out the specific steps on your own.* Some important points to remember about sound, however, are as follows:

- It is best to create a separate layer for sound in animations.

- To place a sound in an animation, make sure your pointer is in the layer and frame you want the sound to play, and then drag the sound icon onto the stage.

**Project 1: Cracking Egg**

1. Start with two layers: one for the graphic of the egg, and one for the sound of the egg cracking.

2. Click and drag to create about 20 or 30 frames for both layers.

3. In the egg layer, import the graphic of the egg first. On the **Modify** menu, click **Break Apart**. Then insert a keyframe.

4. In this keyframe, use the Pencil Tool to draw lines to make the egg look as if it is beginning to crack. Insert another keyframe and use the pencil tool to draw lines making the egg look as if it has cracked further.

5. Insert keyframes for the sound layer.

6. Import a sound that resembles a chick trying to break out of an egg on the sound layer. Be creative.

**Project 2: Alien Landing**

1. Create two layers for this animation, one for the spaceship and one for the sound of the hovering UFO.
2. Insert about 20 frames for both layers, and then import the spaceship into the graphic layer.

3. Create several keyframes in this layer, and move the spaceship across the screen.

Note: Remember to delete the first image in the consecutive keyframes, so the spaceship looks like it is moving.

4. Import an appropriate sound from the sound library into the sound layer. Remember to create several keyframes for the sound layer.

Step 6: Save your file to your H: Drive
Step 7. Show your instructor your work for your first stamp

Step 8. Answer the Flash Assessment questions for Activity 4.

Complete the following web based tutorial for a second stamp:

http://digitalartanddesign.org/22_Animate_Stick_Figure_Walking_Fl.htm

(copy and paste into Google chrome browser)