Animate Nursery Rhyme

Open a new Animate Actionscript 3.0 file. Save it as #_lastname_nursery_rhyme.fla.

Choose a nursery rhyme that you enjoyed as a kid. You will create an animation based on that story.

Requirements:

- Animated Main Character as a Movie clip
- Animation should last at least 10 seconds, no more than 20
- Frame rate should be 30 fps
- Use your Scenes panel when you want to change scenery
- Create symbols so you can reuse main parts of the animation

Helpful Hints

Name your layers, lock them and hide them as necessary.

Use Motion Tweens and Shape Tweens

Think about timing

Add a narration of the nursery rhyme (you talking) or you can type words on the screen. If you type words, make sure that you leave it there long enough for people to read it.

Take time drawing your characters, but you don't need to draw human like forms.