

# Animate Pac Man Animation

Open the `#_lastname_pacman.fla` from Campus Share. Save it to your One Drive folder before doing anything else. .

This file has a maze on one layer. You are going to build the rest of the animation to appear like the Pac Man game.

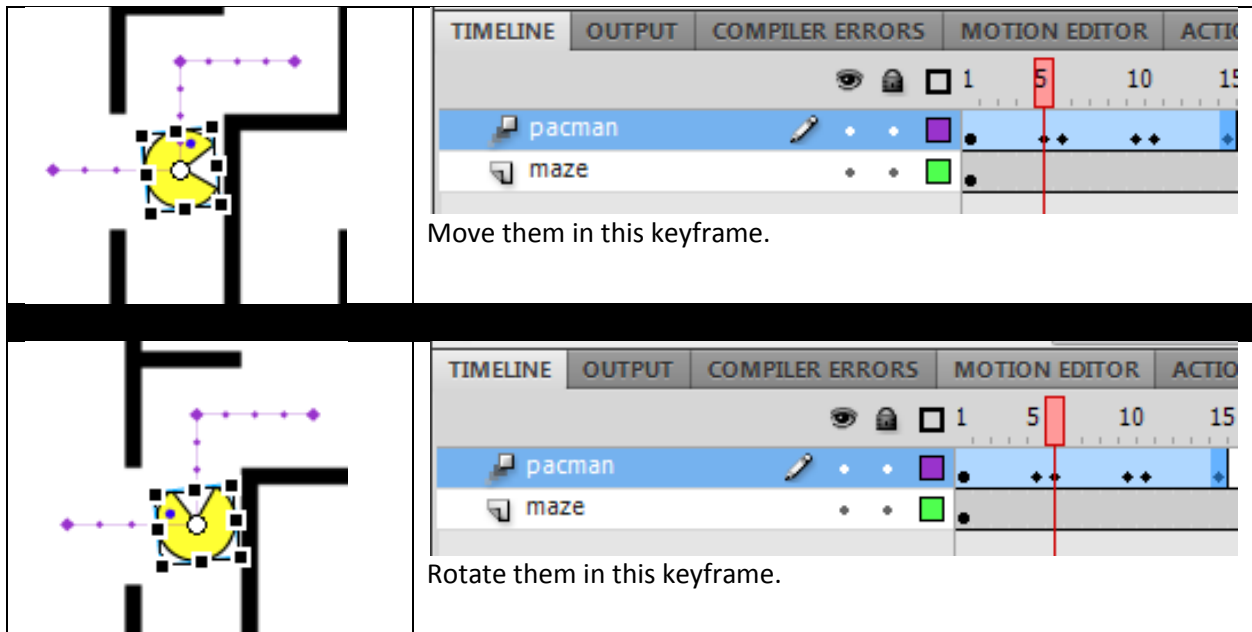
## Requirements:

- Create PacMan Movie Clip with mouth opening/closing
- Create Ghost Movie Clip with bottom fringe moving
- Create Ghost Movie Clip where they are blue after power dot eaten
- One layer with evenly spaced dots, including 4 power dots
- Animate so that PacMan's mouth is always facing the direction he's moving
- Eat the dots so they disappear until you clear the screen.
- Use, lock & hide your layers as needed
- You will need Motion Tween, Shape Tween, Mask, & patience 😊
- Your finished animation should last at least 30 seconds, no more than 60 seconds.

## Helpful Hints

Insert frames on the maze layer so that the image will last longer.

Your PacMan should move, always leading with his mouth. When you put in the Motion Tween, you'll need multiple keyframes. Move in one, Rotate in the next.



The image contains two screenshots of an animation software interface, likely Adobe Animate, showing a Pac-Man character in a maze. The top screenshot shows Pac-Man moving to the right, with a red vertical line in the timeline at frame 5. The bottom screenshot shows Pac-Man rotated to face right, with a red vertical line in the timeline at frame 5. Both screenshots show a timeline with layers for 'pacman' and 'maze'.

Move them in this keyframe.

Rotate them in this keyframe.

Think about the time.

For shorter stretches of space you'll need few frames. For longer stretches of space, you'll need more frames. Remember that there are 30 frames per second and you should wind up with approximately 1800 frames to equal one minute.

Make symbols so you can reuse them. (like the dots and power dots)

If you have time you can embellish your Pac Man by adding a layer of dots, power dots, and even ghosts.