Animate Rotoscope

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

Requirements:

- Film a video clip of you or someone/something making LOTS of movement. It can be someone dancing, making a layup, cartwheeling, running, etc.
- The film must be at least 5 seconds, but no more than 15.
- Frame rate should be 15 fps
- Use pencil and/or thin paint brush to trace the detail of the movie
- You don't need to trace in every single keyframe, but you will need to trace in at least every other keyframe.

Helpful Hints

<u>Watch this video</u> to see how to encode the video for import into Animate and to see how he starts his rotoscope.