

Animation Studio Task #2 (Individual)

Due: Thursday, January 22, 2009

Goals

The goal of this assignment is to experience the power of using animations to quickly illustrate a specific user interface interaction or a high level use case scenario for some application.

Animation

Using informal animation to illustrate an idea or a concept is a powerful technique that is especially useful in the early prototyping phases of application development. While a commercial tool, such as Adobe Flash and Microsoft PowerPoint, may enable its users to create relatively sophisticated animations, their animation interface can be quite cumbersome for a designer who wishes to quickly sketch out an initial prototype version of an animation. K-Sketch, an open source animation program created by Richard Davis, a former student of Professor Landay, enables novices to easily create informal animations from sketches.

Assignment

Read the K-Sketch CHI paper available under the restricted link [here](#), and watch the demonstration video available on the K-Sketch homepage at <http://www.k-sketch.org/>. Also, browse through some of the animations on <http://www.k-sketch.org/dissertation/>, in particular “[Figure 8-3: Ubiquitous computing prototype animation](#)” and “[Figure 8-6: Hover Widget crossing animation](#)”.

You will need a tablet PC to complete this assignment. We have prepared one for each of you that you can borrow for a few days, and will be distributing them during lecture on Tuesday. The tablet PC should already have K-Sketch installed.

For this homework, we would like you to come up with an interesting and novel interaction method (on a desktop, mobile device, or some other device), or a use case scenario for a technology/application that you think will be cool or useful to have, and create an animation using K-Sketch that demonstrates that idea clearly.

Your animation should be at least 15 seconds in duration, and be understandable by anyone without needing extra description. Try not to have too much text in your animation. Do not worry too much about polishing the “look” of your sketches, especially if you feel you are not a good “artist”. Instead focus on conveying the *concept* through the animation.

Export your animation as a Flash file (.swf), and upload both the K-Sketch file and the Flash file to your personal course web directory along with an HTML page that embeds the Flash file. The HTML code to embed the flash file will look something like this (with

the YOUR_FILE replaced by the name of your Flash file, assuming it is in the same directory as this HTML file):

```
<html>
<body>

<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000" codebase=
"http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=7,0,0,0"
width="800" height="600" id="my_animation" align="middle">
  <param name="allowScriptAccess" value="sameDomain" />
  <param name="movie" value="YOUR_FILE.swf" />
  <param name="quality" value="high" />
  <param name="bgcolor" value="#ffffff" />
  <embed src="rain-storm.swf" quality="high" bgcolor="#ffffff" width="800" height="600"
name="my_animation" align="middle" allowScriptAccess="sameDomain" type="application/x-
shockwave-flash" pluginspage="http://www.macromedia.com/go/getflashplayer" />
</object>

</body>
</html>
```

Deliverables

1. Animation Files

Your two animation files (K-Sketch and Flash) should be accessible online in your individual course web directory as an html page with the Flash file embedded. For instructions on how to upload files to your web directory, go to <http://www.cs.washington.edu/education/courses/cse441/CurrentQtr/howtos.html>.

If you are so inclined, you may submit multiple animations. Just make sure they are all accessible through your individual Studio Tasks page.

2. Presentation

You must be prepared to present your work in class and lead a small discussion about what you came up with. The discussion will orient around the effectiveness of your idea communicated through your animation.

Grading (100 Points)

These studio assignments are meant to inspire your creativity, flex your design muscles, and give you a chance share your own designs in class. The assignments are meant to be lightweight and fun. It's also an opportunity to earn points—but only if you do the work.

For this assignment, you will be graded on:

- [10] Creating an html page with the Flash animation embedded, a link to the K-Sketch file, all linked from your top HTML page.
- [80] A Flash animation created using K-Sketch of at least 15 seconds in duration demonstrating an interesting interaction technique or a use case scenario. Remember that the main grading criteria will not be on your artistic excellence, but rather on the effectiveness of your animation in conveying the concept or idea that you chose.
- [10] Your presentation