Personal Portfolio Website

1. Create a personal portfolio of your work that you can use when you begin your job search. The portfolio will be a website done completely in Flash
2. Research what should be included in a portfolio
3. Plan the site by specifying the goal target audience, treatment, (“the look and feel”) and elements you want to include such as text, graphics, sound and so on)
4. Design the home page to include personal data, such as contact information, previous employment, education and samples of your work.
5. Open a new Fash document and save it as portfolio
6. Set the document properties, including the size and background color, if desired
7. Display the gridlines and rulers and use them to help align objects on the stage
8. Add a border the size of the stage. (Hint: use the rectangle tool and set the fill color to none)
9. Create a heading with its own background, then create other text objects and drawings to be used as links to the categories of information provided on the website.
10. Hide the gridlines and rulers
11. Insert a new layer and name it sampleannnimations
12. Insert a keyframe on frame 2
13. Create a Sample Animations screen that has a text block with an oval background and the words Sample Animations at the top of the stage, then add another text block and oval background with the word tweened. (Note: this screen will have several animation samples added to it later)
14. Insert a new layer, name it home button, then insert a keyframe on frame 2
15. Add another text block with an oval background that says Home at the bottom of the stage.
16. Insert a new layer, name it tweened animation then insert a keyfram on frame 3.
17. Create an animation (s) of your choice using objects you draw or import, or objects from the library panel of another document. (Note; to create a motion tween animation when starting in a frame other than frame 1, you need to specify the ending frame of the animation by inserting a keyframe before repositioning the object on the stage) (Hint: to create more than one animation that plays at the same time, put each animation on its own layer.)
18. Insert a new layer, name it animation heading, then insert a keyframe on frame 3
19. Add a heading to the screen used for the animation(s).
20. On the Sample Animations screen, convert the Tweened and Home text blocks into button symbols, then edit each symbol so that different colors appear for the different states. For the Tweened button, assign an action that jumps to the frame that plays an animation. For the Home button, assign an action to the Home button that jumps to the fram that displays MyPortfolio. (Hint: you need to use ActionScript 2.0. you can set the ActionScript version by selecting Publish Settings from the file menu, click on the Flash tab and specify ActionScript 2.0)
21. Change the Animations graphic on the home page to a button, then edit the symbol so that different colors appear for the different states. Assign an action to the Animations button that jumps to the Sample Animations screen.
22. Insert a new layer, then name it stopmovie. Insert keyframes and assign a stop actions to the appropriate frames
23. Test the movie. Save and submit