

Create Simple Animations for Botball
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You can create simple animations for Botball even if you don't have much experience with animation programs. This year, while our team was working on the Research and Design Challenge project, we thought it would be a nice addition to our website entry if we made some Botguy animations. We had Flash on one of the MAC computers, but no one really knew how to make an animation with Flash. We did think that Flash was a difficult program. Even so, Jesse volunteered to give it a try. With a trial and error approach, he managed to come up with a couple of pretty good animations. The first try was to recreate a robot we had been building and animate it.

The plan was to have Botguy blast off in a rocket from the earth and travel to the moon, disembark, travel a distance, plant a flag, and send a signal back to earth. Everyone was impressed with the outcome. Mrs. Reynolds did some research and took a few lessons on Lynda.com to learn a little more about Flash. (Lynda.com is a web based training site that offers video lessons for all kinds of computer programs. <<http://www.lynda.com/>>) Mrs. R shared what she had learned with the team. Now, armed with a little more knowledge, a new crop of animations was created.

We would like to share our experience and our final productions with other Botball teams. Our animations might not be the most sophisticated or take advantage of all that a program like Flash can do, but they represent what you can do if you put your mind to it. The lesson to be learned: Try, even if you don't know how to do something, give it a try. You might be surprised at what you can accomplish.

