Chapter 7
Lesson 2 Worksheet 6

Create a lava lamp animation by completing the following steps:

a) In Flash, create a new document. Create the container of the lava lamp as follows:
   1. Click the Rectangle tool and draw a tall rectangle in the middle of the Stage with a white Fill color and a black Stroke color.
   2. Click the Line tool and draw a vertical guide line through the middle of the rectangle overlapping the edges of the rectangle.
   3. Click the Line tool and, two-thirds from the top of the rectangle, draw a horizontal guide line across the width of the rectangle overlapping the edges of the rectangle.
   4. Click the Arrow tool and drag the intersection points of the lines to shape the container similar to:

   ![Container Diagram]

   5. Delete the vertical and horizontal guide lines.
   6. Rename Layer 1: container

b) Create a gradient fill for the container as follows:
   1. Click the Paint Bucket tool and select a Fill color of your choice.
   2. Select Window ➔ Design Panels ➔ Color Mixer to display the Color Mixer panel if it is not already displayed.
   3. In the Color Mixer panel, select Linear Fill style.
   4. Drag the Gradient pointers to create a gradient fill of your choice.
   5. Click inside the container. The gradient fill color is applied.
   6. Convert the container to a graphic symbol named: container

c) Create the lamp base as follows:
   1. Create a new layer named: lampbase
   2. Click the Rectangle tool and then select a black Fill and a black Stroke color.
   3. Draw a square shape that fits onto the bottom of the container.
   4. Click the Line tool and then select a green Stroke color.
   5. To make the base look three dimensional, draw a vertical guide line through the middle of the square overlapping the edges of the square.
   6. Drag the intersection of the vertical line and the top line of the square down a few pixels.
7. Drag the intersection of the vertical line and the bottom line of the square down a few pixels.
8. Delete the green vertical guide line.
9. Draw a horizontal line between the square’s top left edge and the top right edge.
10. Fill the top part of the oval with black.
11. Convert the base to a graphic symbol named: lampbase

The lamp should look similar to:

![Lamp Image]


d) Create a new layer named: lamptop and then use the appropriate tools and modifier buttons to create the top of the lamp. Hint: draw the top of the lamp away from the lamp and base, convert it to a symbol named: lamptop and then move it to the appropriate location.

![Lamp Top Image]

e) Create a new layer named: lava1

f) Use shape tweening to create the moving lava in the lamp. Note that each piece of lava should be on a separate layer, and it is a good idea to view a real or animated lava lamp on the Internet to watch the speed of motion and different shapes that are created. Hint: shapes can be modified with the Subselection tool.

![Lava Image]

g) Save the Flash file naming it: lavalamp.fla

h) Select Control → Test Movie to play the Flash animation.