

# Section C, Instructions

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### SECTION C — Practical task

**40 marks**

A shortcut to your practical work folder has been placed on the desktop.  
Use this shortcut to move from the examination to your practical work folder.  
The shortcut to your practical work folder is called  
'Shortcut to 12345678A Practical Work'.

Complete **all** parts of this task.

You are required to complete this task using

- the software applications installed on your computer
- the assets for the practical task contained in your practical work folder.

Your answers to this section will **not** be saved automatically.

You **must** save your finished work to your practical work folder.

Remember to save your work at each step.

You should spend approximately 60 minutes on Section C.

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**BRIEF**

You are part of a mature hobby group that calls itself 'Friends of Steam'. As president of the group, you are taking on the task of creating a single web page to promote your activities.

The web page and linked Cascading Style Sheet (CSS) files are supplied.

You are required to

- compose an image from supplied image files
- add images to the web page
- write copy using supplied text
- modify and add a style to the supplied CSS file
- format text using the supplied CSS file
- create an animation and add it to the web page.

The web page must be laid out according to the design guide and formatted according to the instructions.

**Assets provided**

*bars.psd*  
*plan.jpg*  
*banner.jpg*  
*stamp.jpg*  
*text\_source.txt*  
*index.html*  
*fos.css*

Task continues on the next screen.

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## Web task

## Design guide

Web page: *index.html*

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**Web task**

## Step 1

Set the title of the page to 'Friends of Steam'.

1 mark

## Step 2

Add the banner to the top of the page by inserting *banner.jpg* into the first row in the table.

1 mark

## Step 3

Insert the 'Who We Are' and 'What We Do' headings into the `<td valign="top" class="textCell">` tag in the sourcecode and format them with the style 'heading' using *fos.css*.

2 marks

## Step 4

Using all five points mentioned in the 'Who We Are' part of the file *text\_source.txt*, produce text describing the purpose of the group. This piece of text should target a mature audience.

Add this text below the 'Who We Are' heading, as shown in the design guide, ensuring this section uses the style 'textCell' found in *fos.css*.

3 marks

## Step 5

Insert the 'What We Do' text supplied in *text\_source.txt*, as shown in the design guide. After 'For example, we talk about:', create a bulleted, unordered list containing the remaining items.

Ensure that this section uses the style 'textCell' found in *fos.css*.

2 marks

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**Web task**

## Step 6

Compose the right column image using the supplied image files *bars.psd*, *plan.jpg* and *stamp.jpg* as in the design guide. You will need to set the background of *stamp.jpg* to transparent to achieve this.

Save it in a suitable format for the web at a file size less than 100 kilobytes.

Add the image to the page, as shown in the design guide.

4 marks

## Step 7

Add the 'Want to Know More?' heading and links text supplied in *text\_source.txt*, as shown in the design guide.

Link the 'Contact Us' text to [info@friendsofsteam.com.au](mailto:info@friendsofsteam.com.au).

Link the 'Visit our Sponsor' text to [www.steammachine.com.au](http://www.steammachine.com.au).

3 marks

## Step 8

Set the links text 'Contact Us' and 'Visit our Sponsor' to font size 18, bold and colour #d00a00 by creating a new style in *fos.css* called 'linkText', as shown in the design guide.

Set the background colour of the page to black by modifying *fos.css*.

Add a new style to *fos.css* so that the hover colour of the links is #CCC.

4 marks

Total 20 marks

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## Animation task

Create the animation, as shown in the demonstration.

## Assets provided



boiler.png



cam.png



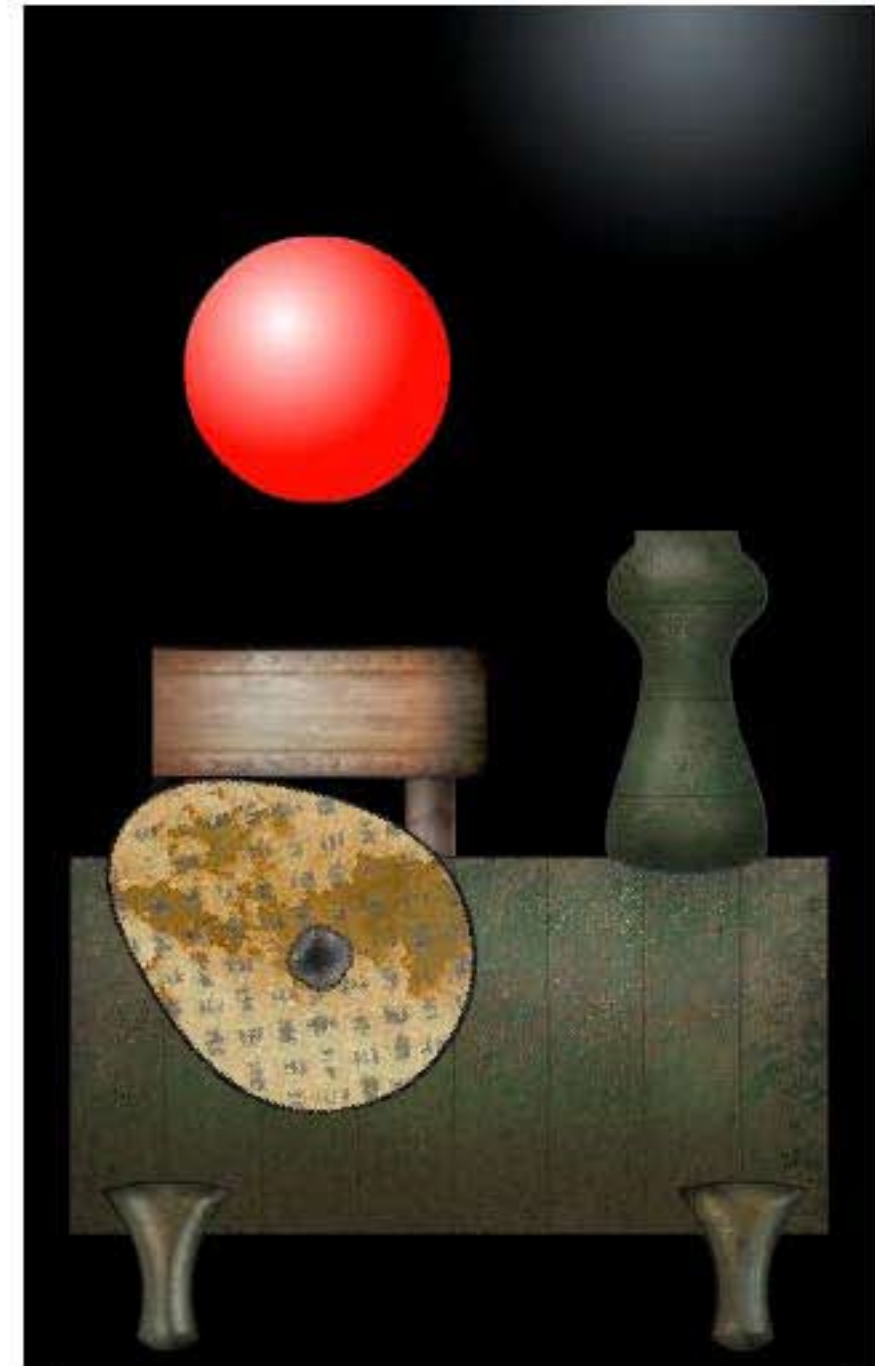
ball.png



pushrod.png

Audio file: machine.wav

**Note:** The controls are provided for you to step through the animation demonstration. You do not have to create them.



1.42 seconds

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**Animation task**

## Step 1

Create an animation file *machine fla*

Set the size of the animation to width 320 pixels and height 520 pixels.

Set the frame rate of the animation to 12 fps.

Set the background colour of the animation to black.

4 marks

## Step 2

Import the image and audio assets into the Flash library.

1 mark

## Step 3

Construct the machine, as shown in the demonstration, ensuring

- correct layering
- correct component placement
- that the cam, pushrod and ball are vertically aligned.

3 marks

## Step 4

Animate the cam, pushrod and ball, as shown in the demonstration, ensuring

- the duration of the animation is  $1\frac{2}{3}$  seconds
- the cam rotates smoothly
- the pushrod follows the cam
- the ball bounces in a realistic manner.

5 marks

*Task continues on the next screen.*

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**Animation task**

## Step 5

Create and animate the smoke, as shown in the demonstration, ensuring that it

- exits the chimney at the 0.9 second mark
- expands as it rises
- is out of frame at the end of the animation.

4 marks

## Step 6

Add the audio asset, *machine.wav*, so that it plays continuously.

1 mark

## Step 7

Add the animation to the web page resized to width 160 pixels and height 260 pixels, as in the design guide.

2 marks

Total 20 marks

End of Section C

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