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SECTION C – Practical task

40 marks

A shortcut to your practical work folder has been created on the desktop.

Use this shortcut to access your practical work folder.

The shortcut to your practical work folder is called '12345678A Practical Work'.

Complete all parts of this task.

You are required to complete this task using:

- the software programs 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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Website brief

Farmer Frank's working farm is an educational and memorable experience for families and students. It provides a hands-on experience and a fun day out, only 40 minutes from Melbourne.

You have been provided with all the media assets to complete this task.

The website will have a home page called 'index' (*index.html*) and a 'farm' page (*farm.html*). A Cascading Style Sheet (CSS) has been provided and needs to be linked to the pages. You are required to construct the website and its banner animation by following the steps provided.

You have been provided with the following assets for the website:

- *index.html*
- *farm.html*
- *farmlife.txt*
- *style.css* (in CSS folder)
- *cow.psd* (in images folder)
- *farmerFrank.png* (in images folder)
- *openday.psd* (in images folder)

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Home

Welcome to Farmer Frank's working farm where we aim to provide you with a memorable, educational and fun hands-on experience of what it is like to live and work on a farm!

Located only 40 minutes from the Melbourne CBD, we are open daily and available for families, school groups, holiday programs and special events, such as birthday parties.

We have an onsite cafe and a range of barns and gazebos for functions or you can bring along a picnic to share with your family and friends.

We have a large range of activities for you to get involved in, such as:

- seeing the cows being milked
- feeding the animals such as pigs, cows, deer, horses, chickens, ducks etc.
- petting a range of animals such as ponies, rabbits and sheep
- taking a walk around the property and checking out the barns
- tractor rides
- guided farm tours and talks with the experts who live here and help look after all the animals
- cooking lessons and demonstrations using fresh produce from our farm and herb gardens

Tickets available online or at the front office

We look forward to you visiting us soon for a great day out!

[Contact Us](#)



index.html



Contact Us

At Farmer Frank's working farm, you will be able to get hands-on experience with milking cows, petting animals, riding tractors and even learning to cook fresh produce.

Please feel free to contact us by completing the form below:

Full name

Contact number

Comment



farm.html

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Website (20 marks)

Step 1 (2 marks)

From the practical folder, open the files *index.html* and *farm.html* in Dreamweaver. Link both html files to the CSS (*style.css*) located in the CSS folder.

Step 2 (2 marks)

Open the *openday.psd* and *cow.psd* files using Photoshop. Select the cow image from the *cow.psd* file and add it to the *openday.psd* file, as shown in the website guide.

Step 3 (1 mark)

Adjust the *Open Day* image size to be 800 px. wide and 600 px. high.

Step 4 (2 marks)

Add the text 'Saturday, November 29 2020, at 10 am' to the promotional image, as shown in the website guide, and format it as Arial, white, point size 20.

Step 5 (2 marks)

Save the *openday.psd* file in a format suitable for the web and add it to the placeholder on the *farm.html* page. Add an appropriate ALT tag to the image.

Step 6 (3 marks)

On the *farm.html* page, under the 'Contact Us' text, write a promotional sentence outlining an educational benefit for children visiting a working farm.

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Website (continued)

Step 7 (1 mark)

Add a five-line 'Comments' box to the form on the *farm.html* page, as shown in the website guide.

Step 8 (2 marks)

Link the *index.html* page to the *farm.html* page.

Link the *farm.html* page to the *index.html* page.

Step 9 (2 marks)

Open the *farmlife.txt* file.

Add the text to the appropriate location on the *index.html* page and format it, as shown in the website guide.

Add bullet points (unordered list) to the text, as shown in the website guide.

Step 10 (1 mark)

Hyperlink the text 'Contact Us' and link it to the *farm.html* page so the end user can complete the 'Contact' form provided.

Step 11 (2 marks)

In the CSS style sheet, add a rule for the main headings on both pages specifying Arial, point size 36, colour #065c1f.

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2.7 seconds

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Concept guide

Stage and gradient



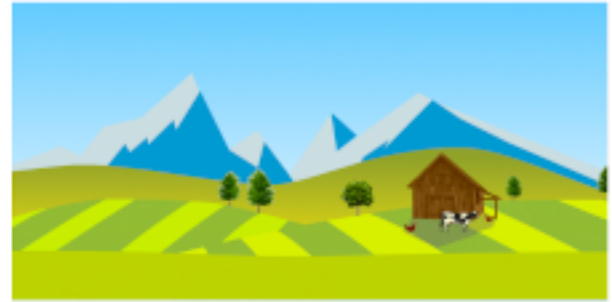
Resize stage to 800 px. width × 400 px. height
 Set frame rate to 24 fps
 Create layer with vertical linear gradient, from white (#FFFFFF) at the bottom to pale blue (#66CCFF) at the top
 Position gradient layer below mountains

Tractor and hydraulic arm animation



Animate combined *tractor* and *cart* MovieClips
 At frame 1 tractor combination starts off stage and is fully on stage at frame 96
 Tractor pauses for one second, during which front bucket rotates up and hydraulic arm then pivots upward
 At frame 120 tractor continues its path off stage

Middle ground loop



Add *middle_gnd* MovieClip to stage and animate for 10 seconds
 Start at position x = -204 and y = 195
 Start and end frames must appear identical to ensure continuous loop

Bale animation



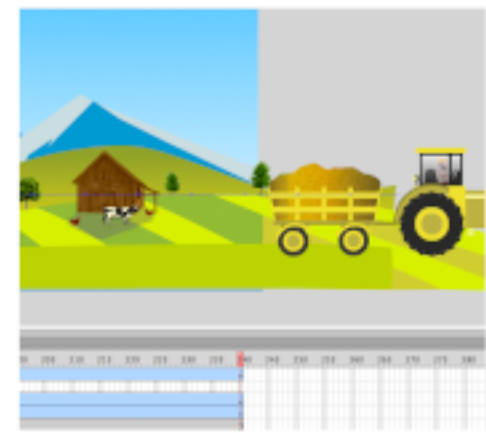
Animate *bale* MovieClip so that it starts off stage right and moves to bucket of *tractor* MovieClip by frame 96 (four seconds), then follows arc of hydraulic arm and bucket as tractor travels off stage right

Tractor, wheels and cart



Open *tractor* MovieClip, then animate *big_wheel* MovieClip so that it completes one full rotation in a clockwise direction over one second
 Repeat process for *small_wheel* MovieClip
 Attach *cart* MovieClip to *tractor* MovieClip

End of animation



Ensure entire animation lasts 10 seconds, layer order is correct and animation loops seamlessly

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Animation (20 marks)**Step 1 (2 marks)**

Open the *animation fla* file.

Resize the stage to 800 px. width × 400 px. height and set the frame rate to 24 frames per second (fps).

Step 2 (2 marks)

Create a background layer that has a vertical linear gradient, from white (#FFFFFF) at the bottom to pale blue (#66CCFF) at the top, as shown in the concept guide.

Step 3 (2 marks)

On its own layer, add the *middle_gnd* MovieClip to the stage and animate for 10 seconds at start position $x = -204$ and $y = 195$.

The start and end frames must appear identical to ensure a continuous loop when played.

Step 4 (2 marks)

Open the *tractor* MovieClip, then animate the *big_wheel* MovieClip so that it completes one full rotation in a clockwise direction over one second. Repeat the process for the *small_wheel* MovieClip, as shown in the animation guide.

Step 5 (1 mark)

Attach the *cart* MovieClip to the *tractor* MovieClip, as shown in the concept guide.

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Animation (continued)

Step 6 (5 marks)

Animate the combined *tractor* and *cart* MovieClips.

At frame 1 the tractor combination starts off stage and it is fully on stage at frame 96.

The tractor pauses at frame 96 for one second, during which the front bucket rotates up and the hydraulic arm then pivots upwards.

At frame 120 the tractor continues its path off stage, as shown in the concept guide.

Step 7 (4 marks)

Animate the *bale* MovieClip so that it starts off stage right and moves to the bucket of the *tractor* MovieClip by frame 96 (four seconds), then follows the arc of the hydraulic arm and bucket upwards and stays in position relative to the bucket as the tractor travels off stage right.

Step 8 (1 mark)

Ensure the entire animation lasts 10 seconds and the layer order is correct.

Step 9 (1 mark)

Export the movie and add it to the placeholder on the website.

End of Section C

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