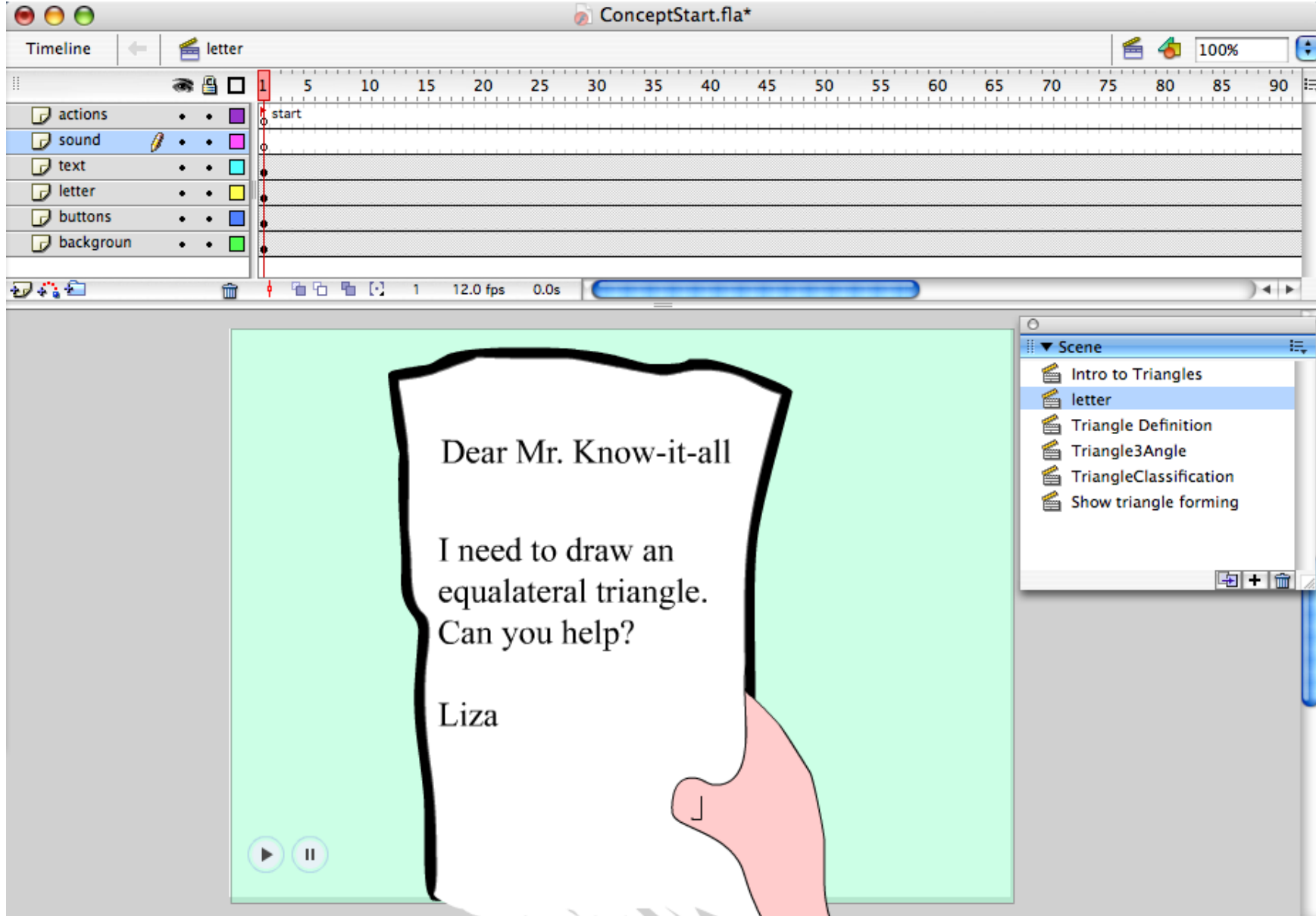


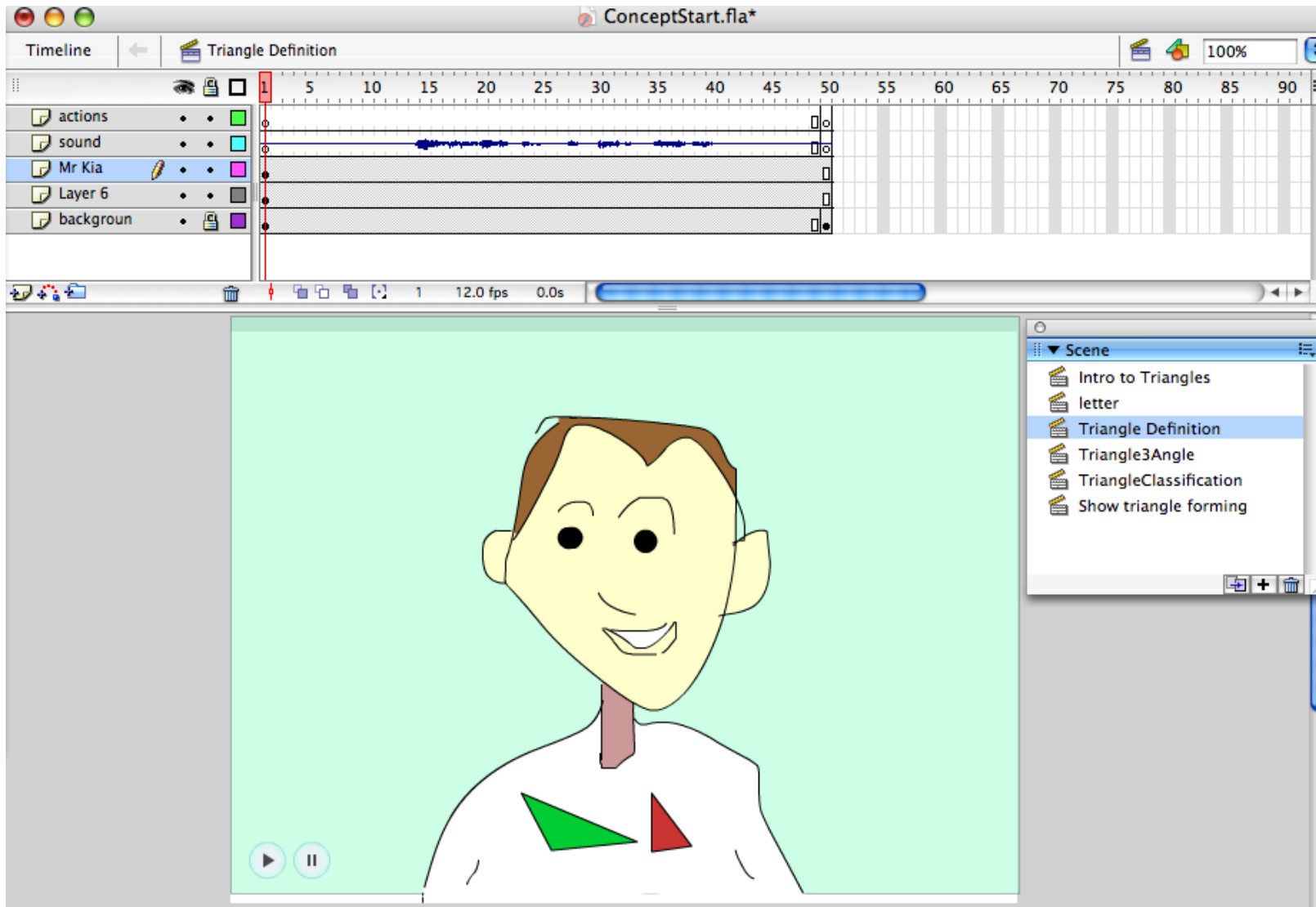
1. The first scene is for the introduction. Notice there is only one frame and three layers. There is a stop action on the first frame.

The screenshot displays an animation software interface. At the top, the 'Timeline' panel is visible, showing a sequence of frames from 1 to 90. The first frame (frame 1) is highlighted with a red circle, indicating a stop action. Below the timeline, there are three layers: 'actions', 'title', and 'buttons'. The 'title' layer is currently selected. The main preview window shows a scene with a white background. In the center, the text 'Concept Development: The Equalateral Triangle' is displayed in a serif font. Surrounding the text are three triangles: a yellow triangle pointing right, a red triangle pointing down, and a green triangle pointing up. At the bottom left of the scene, there is a green oval button with a play icon and the text 'PLAY'. At the bottom right, the text 'Adapted from Brainpop.com' is visible. On the right side of the interface, there is a 'Scene' panel showing a list of scene elements: 'Intro to Triangles', 'letter', 'Triangle Definition', 'Triangle3Angle', 'TriangleClassification', and 'Show triangle forming'. The 'Intro to Triangles' element is selected.

2. **Scene 2** (letter). Everything is here except the sound, which I add last because nothing else on the stage moves. I can extend the objects on the stage as long as I need to so it will match the audio—which I recorded first.



3. **Scene 3.** (Triangle Definition) The only thing moving in this scene is Mr. KIA's (Know it All) mouth, similar to the activity we had before.



4. **Scene 4** (Triangle3Angle). The audio describes what a triangle is and then progressively labels each angle. The text is on the “triangle” layer. The formula is on the “formula” layer.

The screenshot displays the interface of an animation software, likely Adobe Animate, for a project named "ConceptStart.fl\*a". The main window is titled "Triangle3Angle".

**Timeline:** The top section shows a timeline from 0 to 90 seconds. The "triangle" layer is selected and highlighted in blue. It contains several keyframes marked with small squares. The "formula" layer is also visible, containing a keyframe at approximately 40 seconds. The "sound" layer shows a blue audio waveform. The "actions" layer is visible at the top of the timeline.

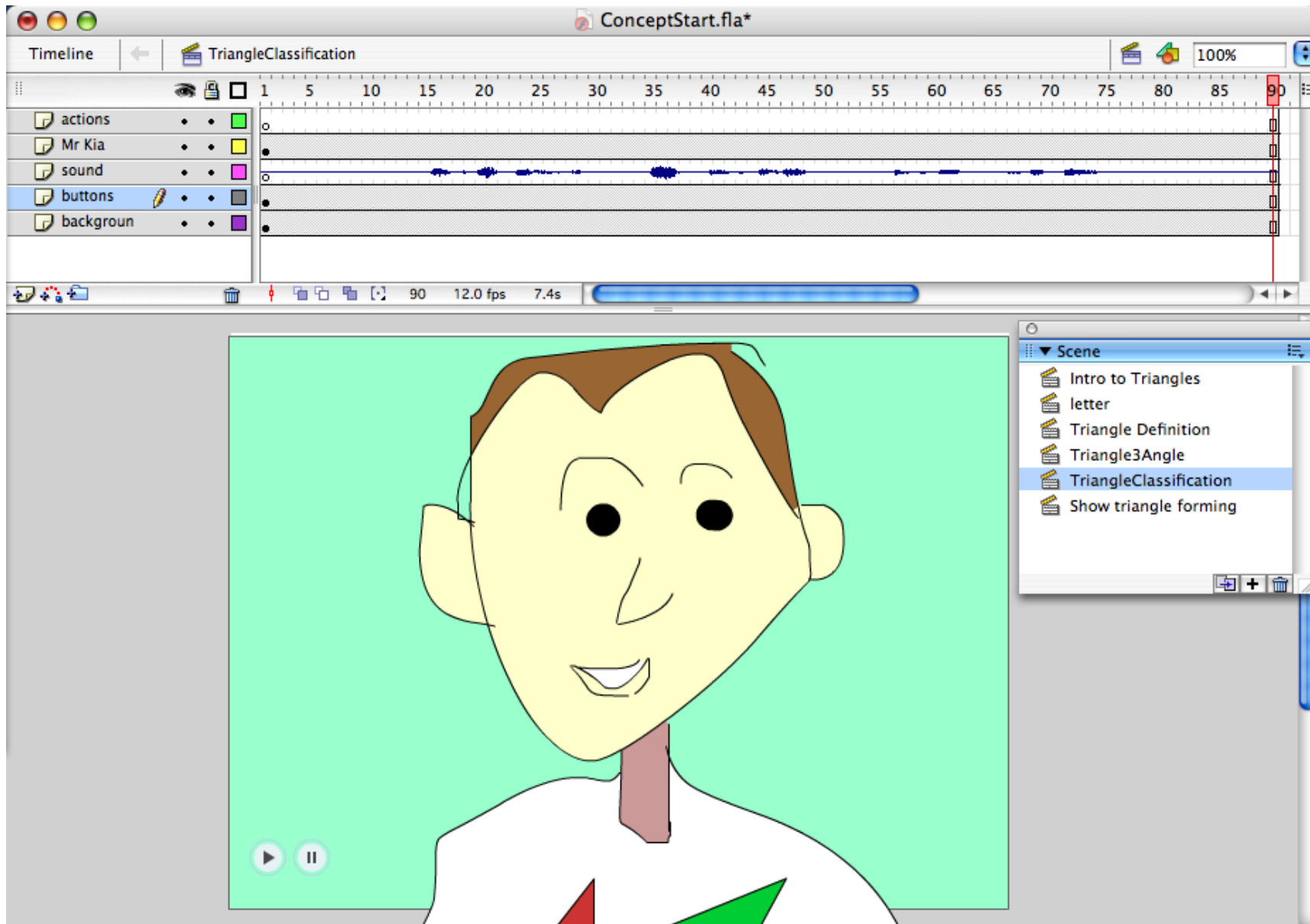
**Scene View:** The main area shows a yellow background with a large, dark brown outline of an inverted triangle. In the bottom-left corner of the scene view, there are play and pause buttons.

**Scene Panel:** On the right side, the "Scene" panel is open, showing a list of scenes:

- Intro to Triangles
- letter
- Triangle Definition
- Triangle3Angle** (selected)
- TriangleClassification
- Show triangle forming

Red arrows point from the text above to specific keyframes on the "triangle" and "formula" layers in the timeline.

5. **Scene 5** (Triangle Classification) is merely a copy of Scene 3 and I reversed Mr. KIA so he looks slightly different. The audio was recorded and then inserted. The layers are extended until the sound stops playing.



6. **Scene 6** (show triangle forming). There are several ways to do this.

