

Simple Animation Tutorials using Adobe Flash CS5

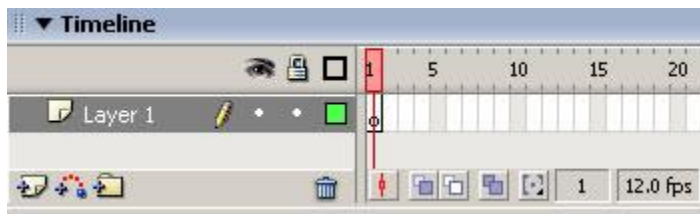
1. Timeline Motion Tween in Flash

Motion tween is nothing but tweening a Symbol's movement from one position to another.

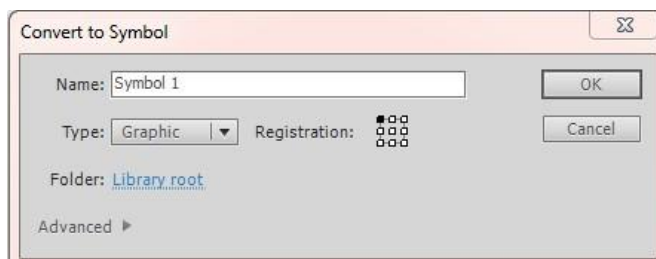


Steps to follow:

1. Open a new flash file (Menu > File > New or just simply press short key Ctrl+N).
New Document window will appear.
Select **General** panel and choose Type: **ActionScript 3.0**. Press OK.
2. Now you can see a single Layer called "Layer1" in your timeline Window. (picture below)

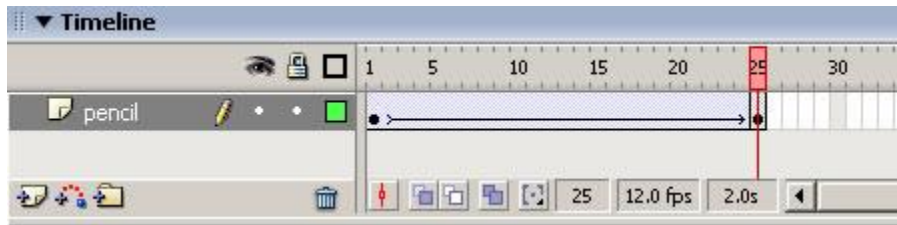


3. Select the first frame by clicking the rectangle under frame number 1. Import your image located on the desktop (pencil.jpeg) onto stage, upon which you would want to implement motion tween.
Menu > File > Import > Import to Stage, or just press (Ctrl+R).
4. Now select your object on the stage, go to "Menu > Modify > Convert to Symbol" or simply press F8 to convert this image to a Symbol. **Convert to Symbol** window will pop-up.
Name your Symbol whatever you like.
Select the **Graphic** as type and press OK.



Note: You can create motion tween only on symbols. So any object upon which you would want to implement motion tween, First convert the object to a Symbol.

5. Right now your Symbol is in frame1 of Layer1. Select frame 20, go to “Menu > Insert > Timeline > Keyframe” or simply press F6 to insert a new keyframe.
6. Move your Symbol to any other position other than the present one.
7. Select any frame between, 2 to 19, right click on the selected frame, choose “Create Classic Tween”. Now your Layer will look something like the one shown below.



8. Now press (**Ctrl+Enter**) to view your motion tween.
9. Go to “Menu > File > Publish” to publish your product into flash file.

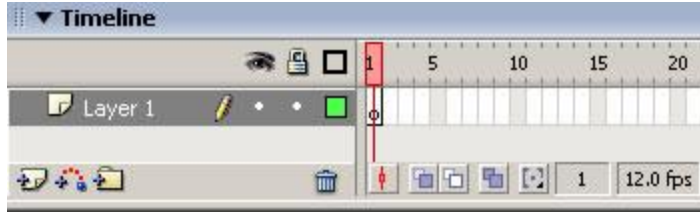
2. Timeline Shape Tween in Flash

By tweening shapes, you can create an effect similar to morphing, making one shape appear to change into another shape over time. Flash can also tween the location, size, and color of shapes.

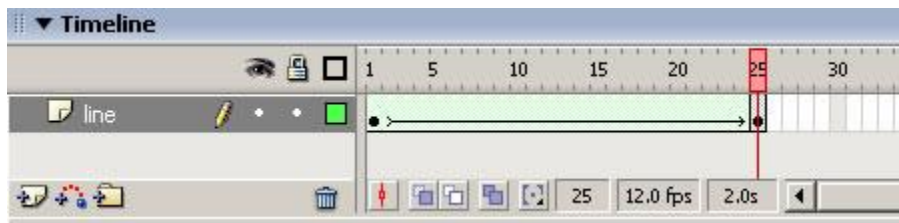


Steps to follow:

1. Open a new flash file (Menu > File > New or just simply press short key Ctrl+N).
New Document window will appear.
Select **General** panel and choose Type: **ActionScript 3.0**. Press OK.
2. Now you can see a single Layer called "Layer1" in your timeline Window.(picture below)



3. Select the first frame. Now go to your working area and draw any object. To start off with, may be you can draw a circle (by choosing Oval Tool from the tool box on the right). This is going to be your initial object.
4. Select frame 60, go to “Menu > Insert > Timeline > Keyframe” or simply press F6 to insert a new keyframe.
5. Delete the object present in your working area. Now draw a different object, may be a square (by choosing Rectangle Tool from the tool box).
6. Select any frame between, 2 to 59, right click on the selected frame, choose “Create Shape Tween”. Now your Layer will look something like the one shown below.



7. Now press (**Ctrl+Enter**) to view your shape tween.
8. Go to “Menu > File > Publish” to publish your product into flash file.

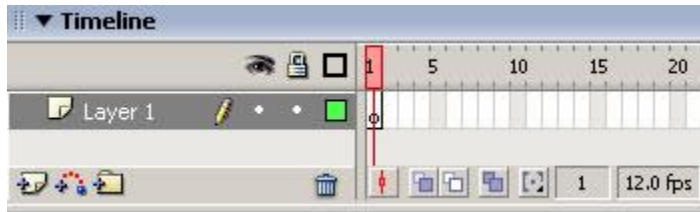
3. Exercise: Bumblebee Transformation



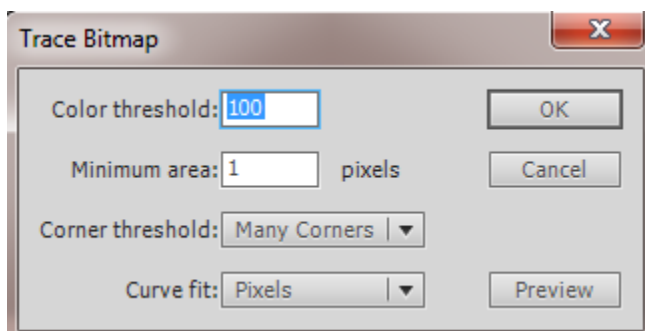
This time you will need to make a shape tween to turn a car into bumblebee.

Steps:

1. Open a new flash file (Menu > File > New or just simply press short key Ctrl+N).
New Document window will appear.
Select **General** panel and choose Type: **ActionScript 3.0**. Press OK.
2. Now you can see a single Layer called "Layer1" in your timeline Window.(picture below)



3. Select the first frame by clicking the rectangle under frame number 1. Import your image located on the desktop (bumblebee_car.png) onto stage, upon which you would want to implement motion tween.
Menu > File > Import > Import to Stage, or just press (Ctrl+R).
4. Go to "Menu > Modify > Bitmap > Trace Bitmap", in the popup window, select "pixels" as your "Curve fit". Your settings should look like this:

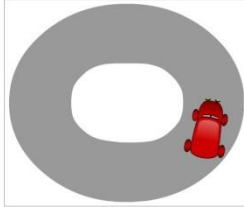


Click "OK".

5. Select frame 40, go to "Menu > Insert > Timeline > Keyframe" or simply press F6 to insert a new keyframe.
6. Delete the picture present in your working area.
7. Now repeat step 3-4 except this time you will import bumblebee.png.
8. Select any frame between, 2 to 39, right click on the selected frame, choose "Create Shape Tween".
9. Now press (Ctrl+Enter) to view your shape tween.
10. Go to "Menu > File > Publish" to publish your product into flash file.

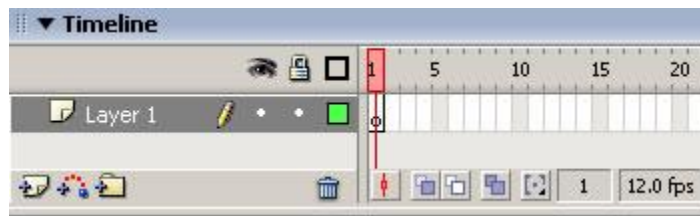
4. Motion Guide in Flash

Motion Guide is nothing but moving your symbol in a predefined path such as curves or circles.



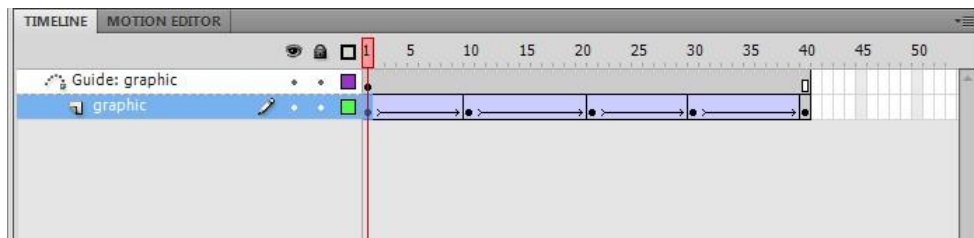
Steps to follow:

1. Open a new flash file (Menu > File > New or just simply press short key Ctrl+N).
New Document window will appear.
Select **General** panel and choose Type: **ActionScript 3.0**. Press OK.
2. Now you can see a single Layer called "Layer1" in your timeline Window. (picture below)



3. Double click on "Layer 1" and rename the layer as "graphic".
4. Create a graphic symbol by importing your image (car.png) onto stage, upon which you would want to implement motion tween.
Menu > File > Import > Import to Stage, or just press (Ctrl+R).
5. Right click on the car and select "Free Transform". Adjust the size of the car.
6. Right click on the "graphic" layer label and select "Add Classic Motion Guide" from the pop-up window.
7. A new layer will appear on top of the "graphic" layer with the label "Guide:graphic" along with the guide icon.
8. Draw the path for your symbol in this new layer using pencil or line tool from the tool box.
For example: I drew a circle for my car.
9. Select frame 40 of guide layer, go to "Menu > Insert > Timeline > Frame" or simply press "F5" to insert frames.
10. Now go to "Frame 1" of "graphic" layer and drag your symbol to one end of your path. (e.g. 3 o'clock direction). Rotate the head of the car upward.
11. Now go to "Frame 40" of "graphic" layer and press F6 to insert a new keyframe.

12. Now go to "Frame 10" of "graphic" layer and press F6 to insert a new keyframe.
13. Drag your car to ¼ way of the path. (e.g 12 o'clock direction) Right click on the car and select "Free Transform", Then rotate the head of the car leftward.
14. Select any frame between, 2 to 9, right click on the selected frame, choose "Create Classic Tween".
15. Now go to "Frame 20" of "graphic" layer and press F6 to insert a new keyframe.
16. Drag your symbol to ½ way of the path. (e.g 9 o'clock direction) Right click on the car and select "Free Transform", Then rotate the header of the car downward.
17. Select any frame between, 11 to 19, right click on the selected frame, choose "Create Classic Tween".
18. Now go to "Frame 30" of "graphic" layer and press F6 to insert a new keyframe.
19. Drag your symbol to ¾ way of the path. (e.g 6 o'clock direction) Right click on the car and select "Free Transform", Then rotate the header of the car rightward.
20. Select any frame between, 21 to 29, right click on the selected frame, choose "Create Classic Tween".
21. Select any frame between, 31 to 39, right click on the selected frame, choose "Create Classic Tween".
22. Now your Layer will look something like the one shown below.
23. Go to "Menu > File > Publish" to publish your product into flash file.



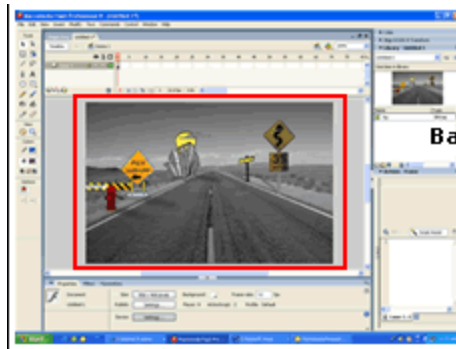
24. Press Ctrl+Enter to view your work.

5. Zoom in Zoom out Animation with Fading Effect

This tutorial will teach you how to create a simple zoom in & zoom out animation with fade-in and fade-out effect in Flash. You can use this zooming effect on any image or text.

Steps to follow:

1. Repeat steps 1, 2 and 3 from Timeline Motion Tween.
2. Select the first frame. . Import your image (background.png) onto stage, upon which you would want to implement motion tween.
Menu > File > Import > Import to Stage, or just press (Ctrl+R).

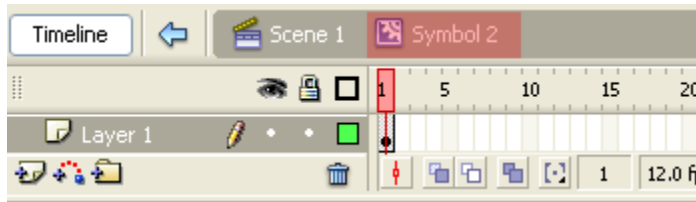


Background Image

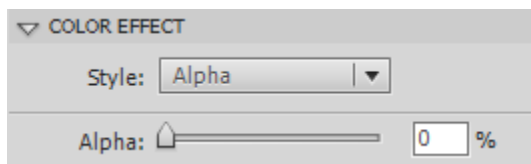
3. Press F8, to convert this image to a symbol. Name this Symbol "background_gr" and choose graphic behavior. Press OK. Name this Layer "bg". On the 35th frame, go to "Menu > Insert > Timeline > Keyframe" or simply press F6 to insert a new frame



4. Insert a new layer. Select the second layer. Import an image of a car (car1.png). Go to "Modify > Convert to Symbol" or simply press F8 to convert this image to a symbol. Name this Symbol "car1_m" and choose "movie clip" type (F8). Press OK. Name this Layer "car1".
5. Select the image(car1_m) >right click>edit in place. Now you will come to a new timeline Window



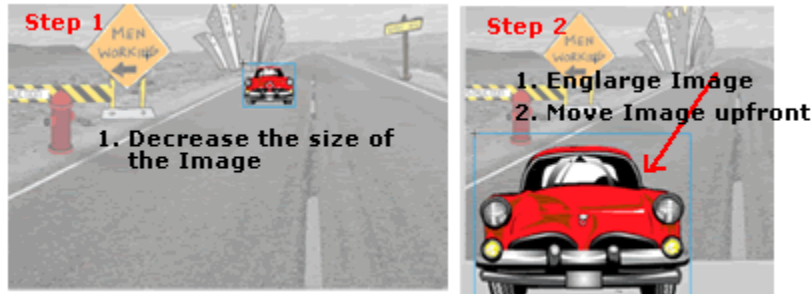
6. On Frame1 of Symbol2 convert the image to a graphic (car1_gr). Select the image by clicking on it. Go to the Properties >Color Effect>Alpha, drag and change alpha value into 0.



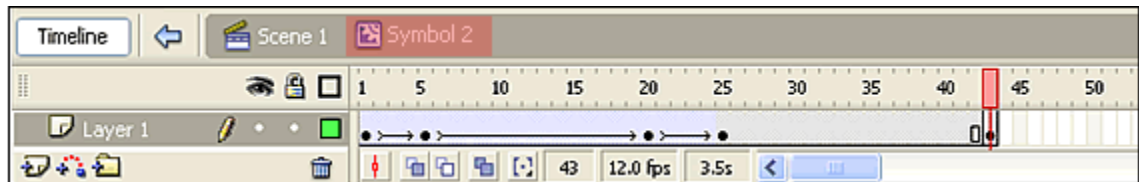
In Frame5 insert a new Key frame (Press F6) and change Alpha to 100% and make the image small(In order to resize the car symbol, you need to right click the symbol and select "Free Transform", then you shall be able to resize the car symbol).

7. Right click in between Frame1 and Frame5 and press “Create Classic Tween”.
8. Add one more Key Frame in Frame20. In this frame make the Image(car1_gr) bigger and move it out.

e.g.



9. On Frame25 insert a new key frame and change Alpha to 0%. Insert Classic Tween in between frame5-20 and Frame20-25. e.g.



10. Now press (Ctrl+Enter) to view your motion tween.
11. Repeat steps 4-10, continue to do this for your other car images.
12. Finally, press (Ctrl+Enter) to view your final animation.
13. Go to “Menu > File > Publish” to publish your product into flash file.

Exercise: Picture Animation

In this exercise, you will create a picture animation using the fade in and fade out effect.

Steps:

1. Repeat steps 1, 2 and 3 from Timeline Motion Tween.
2. Select the first frame. . Import your image (background.png) onto stage, upon which you would want to implement motion tween.
Menu > File > Import > Import to Stage, or just press (Ctrl+R).
3. Import the first picture (p1.jpeg). Go to “Modify > Convert to Symbol” or simply press F8 to convert this image to a symbol. Choose “movie clip” type (F8). Press OK.
4. Right click on frame 15 and select insert keyframe. Click any frame between 2 and 14, right click and select create classic tween.
5. Right click on frame 30 and select insert keyframe. Click any frame between 16 and 29, right click and select create classic tween.

6. Click frame 1, Select the image by clicking on it. Go to the Properties >Color Effect>Alpha, drag and change alpha value into 0.
7. Click frame 15, Select the image by clicking on it. Go to the Properties >Color Effect>Alpha, drag and change alpha value into 100.
8. Click frame 30, Select the image by clicking on it. Go to the Properties >Color Effect>Alpha, drag and change alpha value into 0.
9. Insert a new layer. Select the second layer. Right click frame 31, select insert new keyframe.
10. Repeat steps 3-9, except import another picture(p2.jpeg) and finish the operation on layer 2.
11. Insert a new layer. Select the third layer. Right click frame 61, select insert new keyframe.
12. Repeat steps 3-9, except import another picture(p3.jpeg) and finish the operation on layer 3.
13. Finally, press (Ctrl+Enter) to view your final animation.
14. Go to "Menu > File > Publish" to publish your product into flash file.