

Adobe CS3 - FLASH Animation

-STEP BY STEP-

Motion Tween

1. Select a frame where you want animation to start
2. Draw a shape or place picture on stage
3. In timeline > rt-click frame > create motion tween.
4. Select another frame > insert key frame (or F6)
5. Move shape to desired area
6. Press enter to view animation.

(The closer the keyframes - the quicker the animation, the further apart the keyframes - the slower the animation.)

Multiple Motion Tweens

Follow all steps above

Make a new layer

Follow all steps again (you can change the shape and the direction of new shape)

Shape Tween or Morphing

1. Draw a shape and place it on stage where you want animation to start.
2. On timeline insert a blank keyframe (F7) where you want it to end
3. Draw a new shape
4. Select any frame in between the two frames
5. Go to properties change tween to shape
6. Press enter to view animation
7. Each shape may need to be broken apart. Select keyframe of the shape.
8. Go to > modify > break apart (or ctrl B)

Fades

1. Create a shape on the stage
2. Select a keyframe
3. Select object on stage
4. Go to Modify > convert to symbol or (F8) > give it a name > select graphic > OK
5. Go to Properties > color > alpha > 100%
6. Insert new keyframe (F6)
7. Select object on stage
8. Properties > color > alpha > 0% (the object will disappear)
9. Select any frame in between the two frames
10. Go to properties change tween to motion
11. Press enter to view animation.

For a picture you must do the following for steps first

File > import > import to library

Go to Window > Library or (F11) > double click small icon of bitmap image in library

Change compression to lossless (PNG/GIF) > OK

Drag the photo to the stage

Frame by Frame

1. Insert keyframe > Type a letter or graphic
2. Insert another keyframe > Type another letter or graphic
3. Repeat steps until complete

(The closer the keyframes - the quicker the animation, the further apart the keyframes - the slower the animation.)