FLASH 2

ADVANCED TWEENS

The ‘Animation’ Help Lesson is useful, but it can be somewhat misleading because the layers are already set up for you. Remember, when you try to follow the directions, you must make sure that you have layers set up in the same way. For example, to ‘tween’ an object, first extend it through the frames you want it to take up by inserting a new keyframe to create a static region.

THE MOTION GUIDE

1. Create an object to move such as a fish. Select all of the object parts and choose Insert>Convert to Symbol. Give the fish a name, and make sure to click the ‘graphic’ option in the dialog box.
2. Choose Window>Library to see your symbol in the library panel
3. Insert a Keyframe at frame 21
5. Click on the Guide Layer, select the Pencil tool, and draw a Motion Path on the Guide Layer. Make sure you are on the Guide Layer - later you can turn off the visibility of that layer to make your object move.
6. Click on the Fish Layer - select again Frame 20. Choose Insert>Create Motion Tween, or select Motion from the Frame panel.
7. Turn on the Snap modifier on the pointer tool - move your fish symbol to the end of the Motion Path.
8. You should see the completed tween arrow appear in your static region, along with a blue color. If you want to change the motion path, just select it on the Guide layer. To change the termination point of the tween, click on frame 20 and move the fish. Changing the starting point of the tween tends to mess it up.

TWEEN OPTIONS

1. Click on the first frame (the keyframe indicator) of your completed tween.
2. Make sure the Frame Panel is open. You will see that there are several options; two useful ones are ‘Easing’ and ‘Rotate’. Easing controls the speed of the tween. Default is that the tween moves at the same speed all the way (shape, motion, or color). Negative values for Easing makes the tween start slower and move more quickly at the end.
3. The Rotate option allows you to make an object rotate as it moves in the tween. This is SEPARATE from the rotation you might assign as a motion tween on the transform panel - if you set both of them, you will get two rotations on top of each other. Auto rotation is the default, usually = no rotation.
MULTIPLE MOTION GUIDES
You can make several motion paths, or make several object move along the same path. Notice that when you click on a layer, then choose Insert>Motion Guide, thin dotted lines appear around both the layer you selected and the Guide Layer.
(1) Use the fish you animated in the previous section, or create another single object that moves along a Motion Guide.
(2) Create a new layer. Draw another object, such as a big dot. Select fish2 and create a static region of the same length as the tween for your first fish.
(3) Click on the last frame of the static region in the dot layer. Choose Insert>Motion Guide. You should see dotted lines appear around the dot layer.
(4) Click on the Guide Layer, and select the path you drew for fish1. Click again in the last frame of the dot static region. Choose Insert>Create Motion Tween, and move your dot to the end of the motion path you drew for the fish.
(5) You should see the motion tween completion in the dot layer. If you need to rearrange to place the dot on top, click on the dot layer name, and drag it above the fish layer in the list. Whatever is at the top of the list is on ‘top’ in the layers: think transparencies with opaque drawings.

You can also draw additional paths on the highlighted Guide Layer - whatever path is drawn or selected immediately before you choose the tween termination frame and insert a motion tween will be the path associated with that object.

COMPUTER OFFICE HOURS: THURSDAY 6:00 PM IN THE LAB