

Enhanced Lesson 1

Adobe Flash CS5 Professional Classroom in a Book

We're going to build on the project in Lesson 1 in the book so that you can learn quickly how to animate symbols in Flash CS5.

Adding a *stop();* action

The book tells you one way to make a Flash movie not loop (or repeat) on page 36. However, that method is not sufficient for professional projects, so now you're going to learn the proper way to do it: with ActionScript 3.

Follow the instructions in this tutorial:

http://www.flashjournalism.com/tutorials/animation_basics5/

You will:

1. Add a new layer and name that layer "actions."
2. Add a new keyframe in the final frame of that layer.
3. Select that keyframe and write *ActionScript* on it, using the Actions panel.

Then you'll have a properly constructed movie that **stops on the final frame** according to best practices for Flash.



Convert to symbol

Symbols are covered in detail in Lesson 3 in the book. You are encouraged to work on Lesson 3 on your own to gain a full understanding of symbols and all their capabilities.

For today's first steps in animation, all you need to know is that *before you move anything* (an image, a bitmap, a photo, a drawing, an object, a shape) in Flash, you must first **convert it to a symbol**.

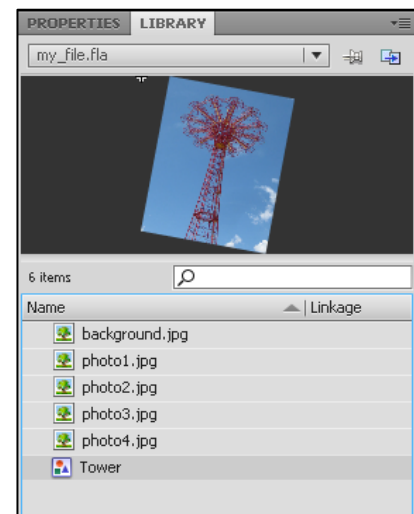
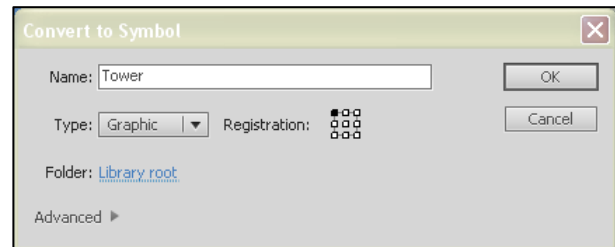
There are three types of symbols in Flash: **graphic**, **movie clip**, and **button**. The simplest kind is a **graphic** symbol, and that is usually the kind you need to use for a simple object or

image that you want to animate. Today you will need to convert each of the three photos used in Lesson 1 to a graphic symbol.

You must convert it *before* you tween it. “Tweening” is how we animate in Flash.

Follow these steps:

1. Unlock the layer for *photo 1*.
2. Select the photo (click it once). After the photo has been selected, it will have a blue line around the edge.
3. **Modify** menu > Convert to Symbol ... (F8)
 - a. Name the symbol something sensible, like *Tower*.
 - b. Select the correct type of symbol from the menu: *Graphic*.
 - c. Click OK.
4. Check in the **Library** panel to see that your symbol appears there. This is your proof that you did it correctly.

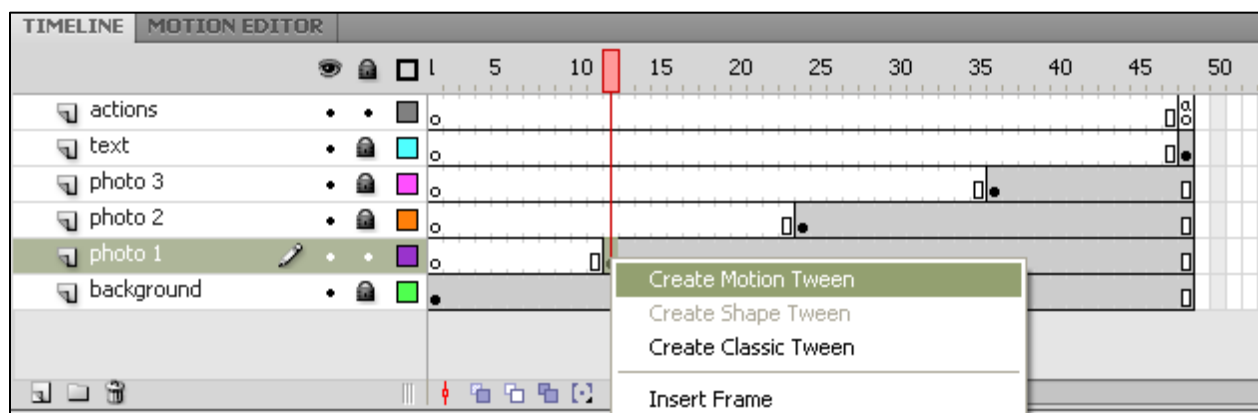


If the **Library** panel is not visible, open it from the **Window** menu.

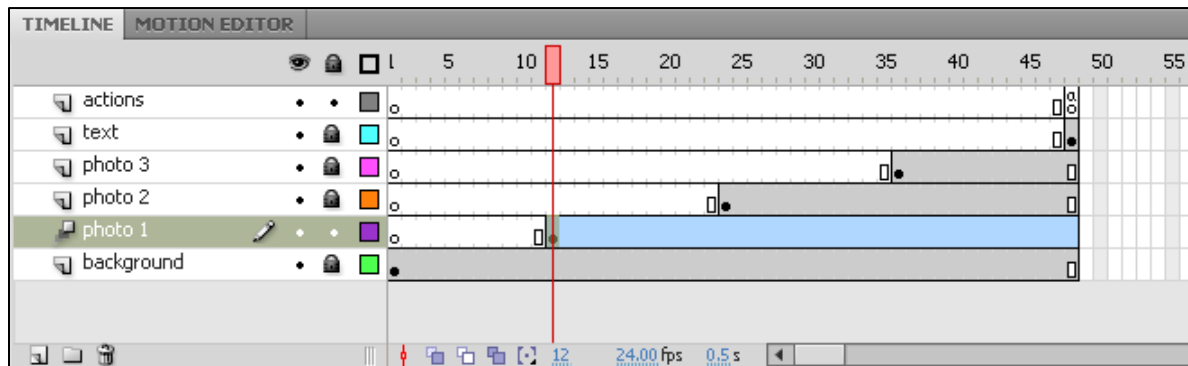
Tweening

Once you have a symbol, you are ready to make it move.

Right-click on the *keyframe* where the symbol appears. On the pop-up menu, select Create Motion Tween.



After you have create a motion tween, the color of that layer changes from gray to bright blue. This indicates a tween layer. (In the part of the layer that is white, the symbol is not present.)



IMPORTANT: Only *one* symbol can be in a tween layer! When we animate multiple symbols, each symbol must be in a layer *by itself*.

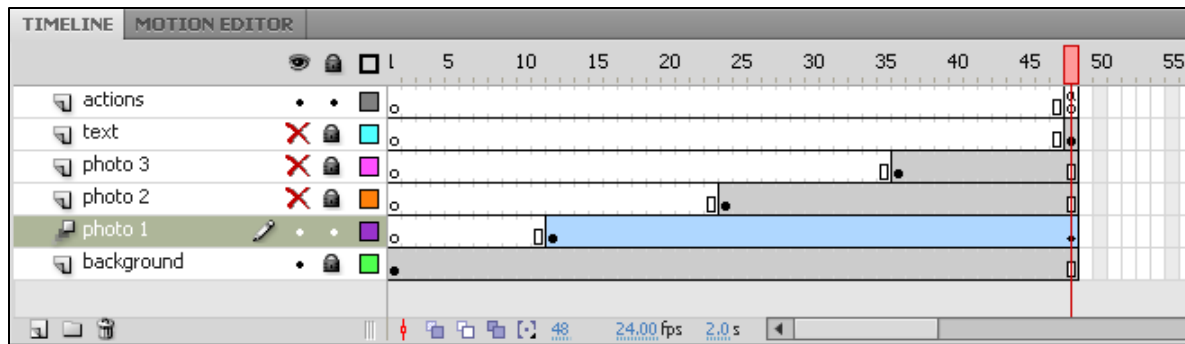
Now that you have the tween, you should *visualize the motion you want to create*. Do you want the photo to fly onto the Stage and land in its current position? If so, where should it fly *from*? Should it come from the left, right, above, or below?

1. *Hide* the layers holding the other photos and the text. (How to hide layers? It is similar to locking layers, but use the eye column, not the lock column, in the Timeline.)
2. Make sure the *playhead* is on the symbol's keyframe in the tween layer. (What is the playhead? See page 16.)
3. Drag the photo offstage—completely off the Stage—and place it at its starting position. It will fly in *from* this position.
4. Move the playhead to the final frame of the tween layer. Here is where the photo will end, after the motion is completed.
5. Drag the photo onto the Stage and position it where you want it to be after it stops moving.
6. Save the movie: **File** menu > Save.
7. Soft-test the movie by pressing **Enter** or **Return**. You should see the photo fly to its place and stop there.

Complete the lesson

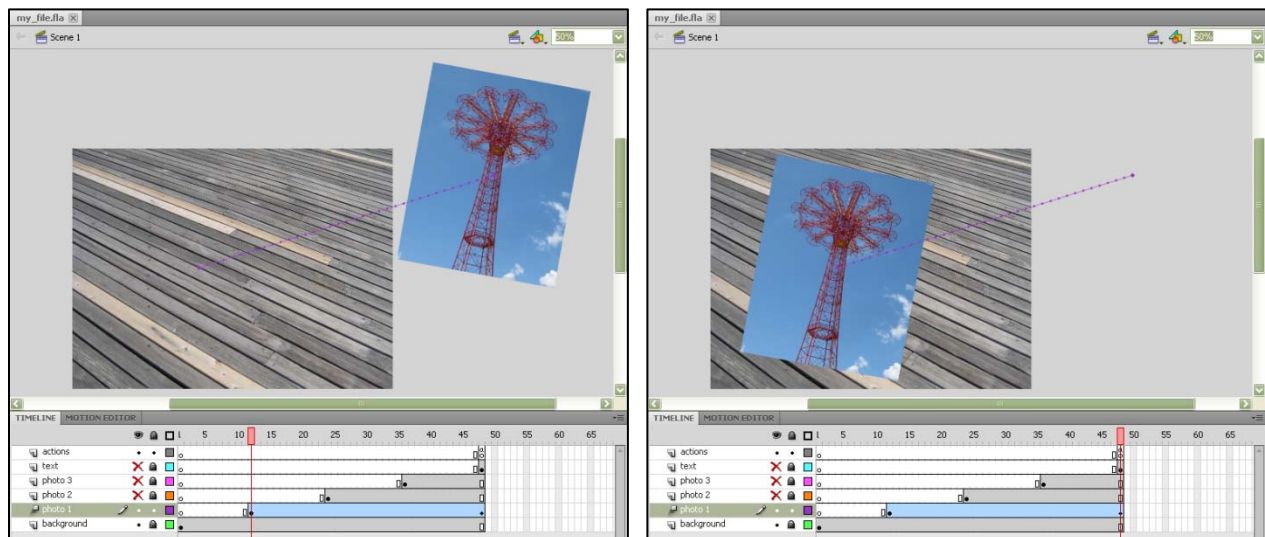
Using the same techniques explained above, animate *photo 2*, *photo 3*, and the *text* from lesson 1 in the book, so that each of these flies, one by one, to a position on the Stage.

Save and test your file. Show it to the instructor when you have finished.



Summary

- Before you tween, Convert to Symbol. In a basic tween, *two locations* are used—the symbol moves from Point A to Point B.
- To create a basic tween, first *visualize* Point A and Point B. Point A is where the symbol starts moving, on or off the Stage, and Point B is where the symbol stops moving. These points are represented in the Flash Timeline on the tween layer for that one symbol.
- Move the playhead to the frame in the Timeline in which the movement will *start*. Then position the symbol on the Stage.
- Move the playhead to the frame in the Timeline in which the movement will *end*. Then position the symbol on the Stage.
- Save and test your movie.
- The result is a simple animation in which one symbol moves from Point A to Point B.



For more information, please view this tutorial:

http://www.flashjournalism.com/tutorials/animation_basics3/