

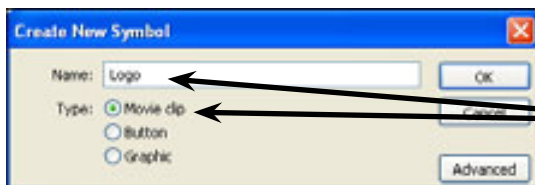
## Text Effect Movie Clips

You can set special text effects as a movie clip then import them into web pages. For example, you might want an animated logo or a message flashing across the screen.

### Creating the Movie Clip Symbol

The first step in the process is to create the movie clip symbol.

- 1 Load Flash and create a new Flash Document, or close the current file and start a new Flash Document.
- 2 Display the INSERT menu and select NEW SYMBOL.

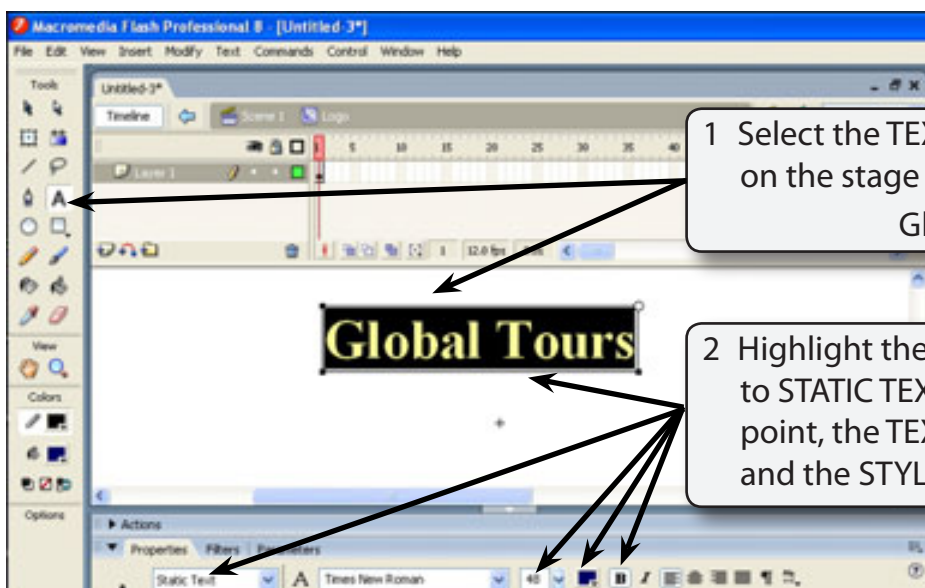


3 Name the symbol LOGO and set the TYPE (or BEHAVIOUR) to MOVIE CLIP.

- 4 Select OK and your screen will be set to MOVIE CLIP EDIT MODE.

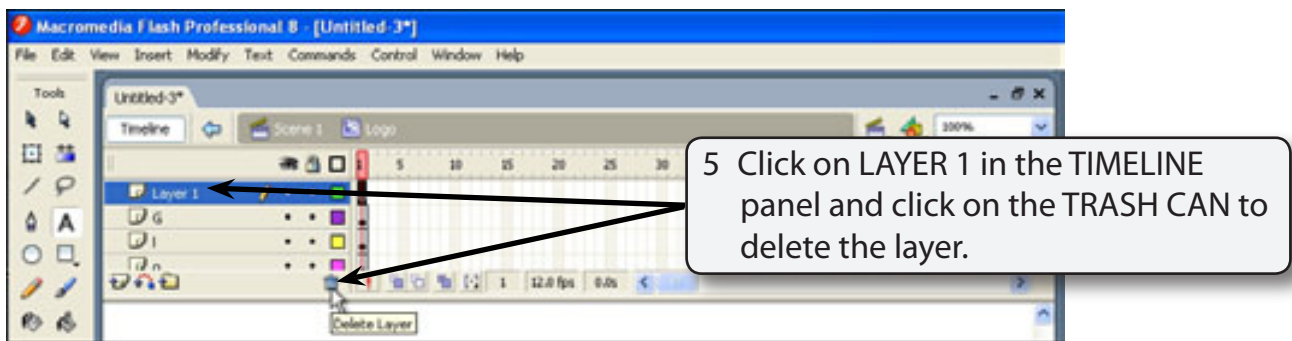
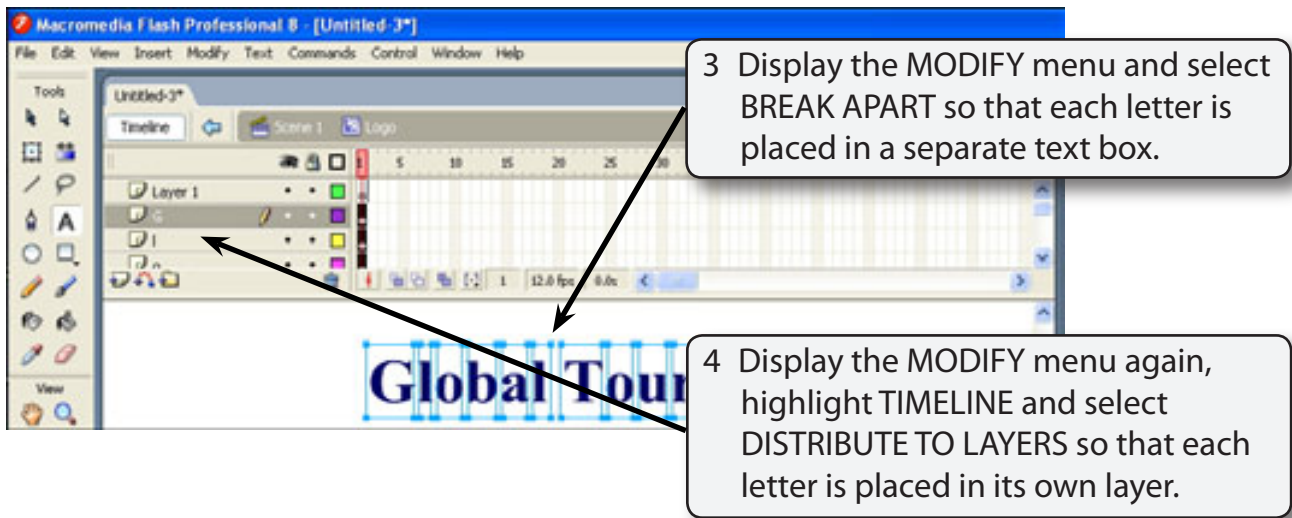
### Entering the Text

Some text will be entered then broken apart and distributed to layers so that each letter is in a separate layer. Once this is completed each letter can be animated.



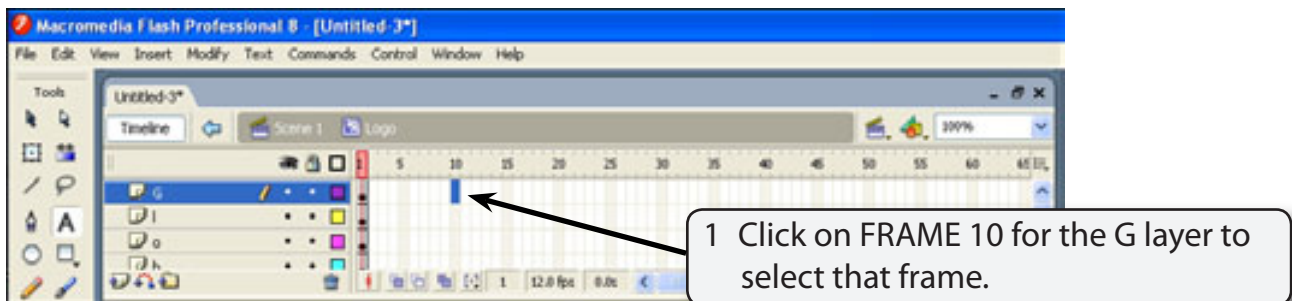
1 Select the TEXT tool, click the I-Beam on the stage and enter:  
Global Tours

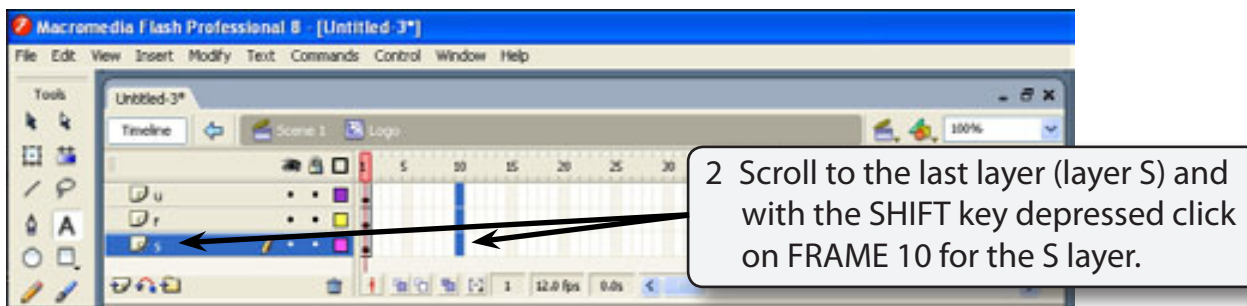
2 Highlight the text, set the TEXT TYPE to STATIC TEXT, the FONT SIZE to 48 point, the TEXT FILL COLOUR to BLUE and the STYLE to BOLD.



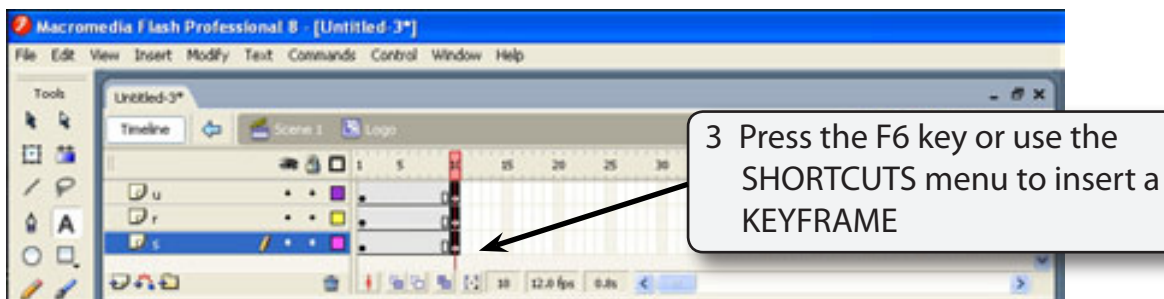
## Adding Keyframes

Keyframes will be added to each layer. This can be done in one step.





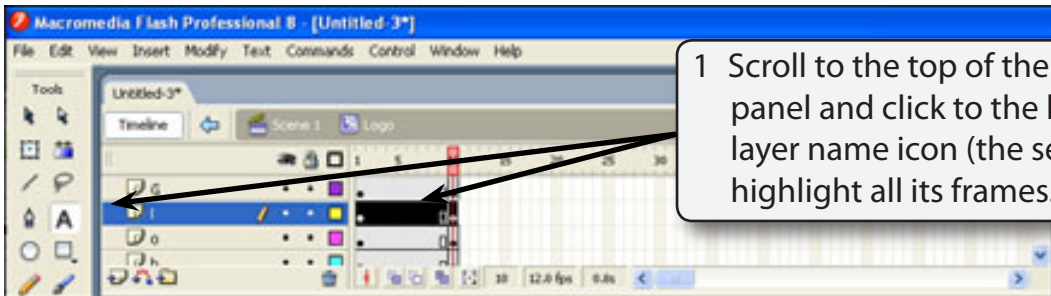
**NOTE:** Frame 10 for all the layers should be selected.



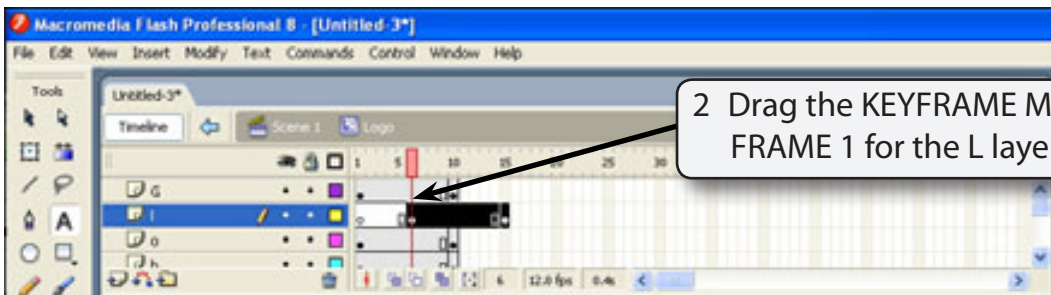
**NOTE:** Keyframes should be added to FRAME 10 of each layer along with normal frames up to frame 10.

## Animating the Letters

We want the G to come on the screen first followed by the L then the O, etc.



1 Scroll to the top of the TIMELINE panel and click to the left of the first L layer name icon (the second layer) to highlight all its frames.



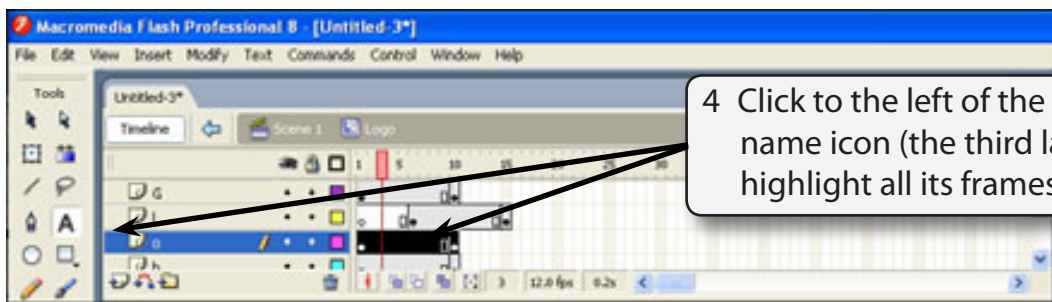
2 Drag the KEYFRAME MARKER at FRAME 1 for the L layer to FRAME 6.

**NOTE:** All of the frames for the L layer should move to the right. This will cause the L to be placed on the stage 5 frames after the G.

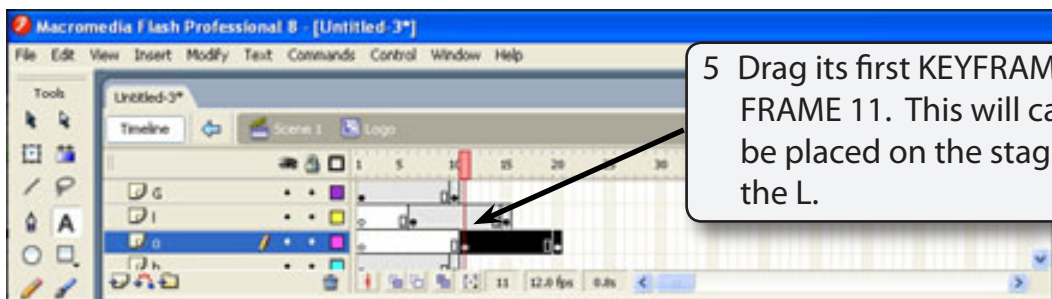


3 Run the PLAYHEAD over the first 6 frames to see what is happening. The G is on the screen and the L comes on the screen about a second after it.

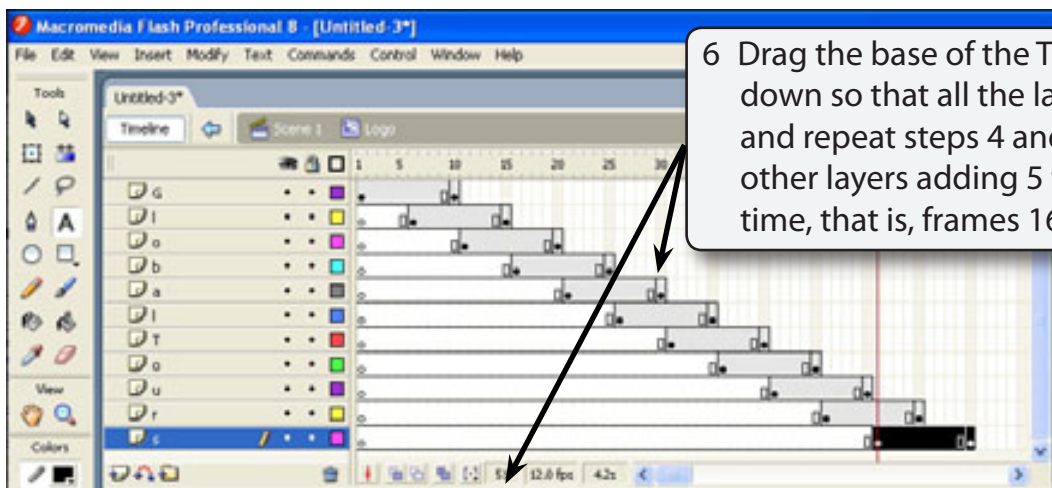
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4 Click to the left of the first O layer name icon (the third layer) to highlight all its frames.



5 Drag its first KEYFRAME MARKER to FRAME 11. This will cause the O to be placed on the stage 5 frames after the L.



6 Drag the base of the TIMELINE panel down so that all the layers are visible and repeat steps 4 and 5 for the other layers adding 5 frames on each time, that is, frames 16, 21, 26, etc.

**NOTE:** You click to the left of the layer label each time to highlight the frames then drag the first keyframe marker to 5 frames further than the previous layer. The last layer's end keyframe should be at frame 60.