

Timeline Effects

Timeline effects allow you to add effects to your animations to make them look more life-like. Some examples include added a drop shadow, fade in or out, or a blur effect.

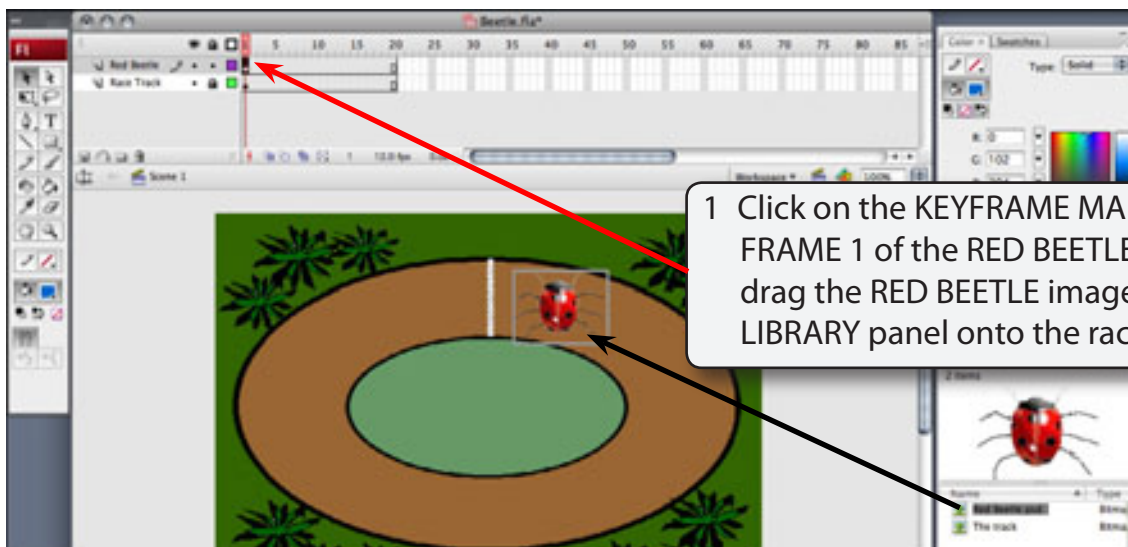
Drop Shadows

All 3-dimensional objects cast a shadow. Timeline effects allow you to easily add a shadow to an object. To illustrate this we will add a shadow to the beetle you raced in an earlier activity.

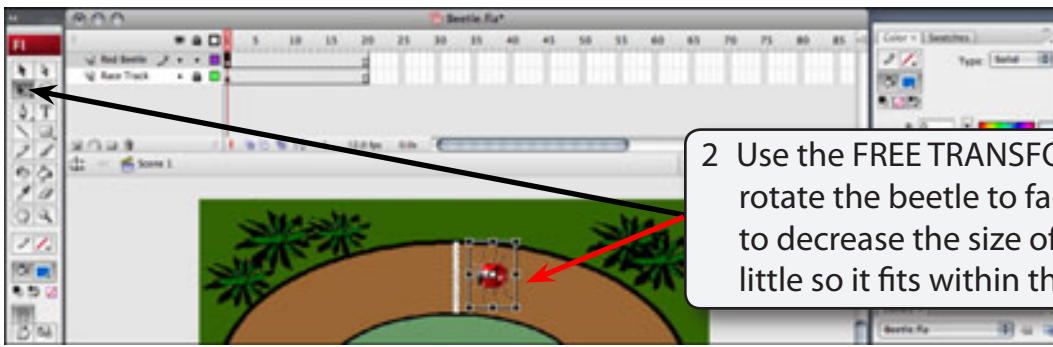
A Loading the Prepared File

- 1 Load Flash or close the current file, then click on the OPEN button.
- 2 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 15 folder and load the BEETLE file.
- 3 Save the file in your STORAGE folder as: Beetle

B Applying the Drop Shadow Effect



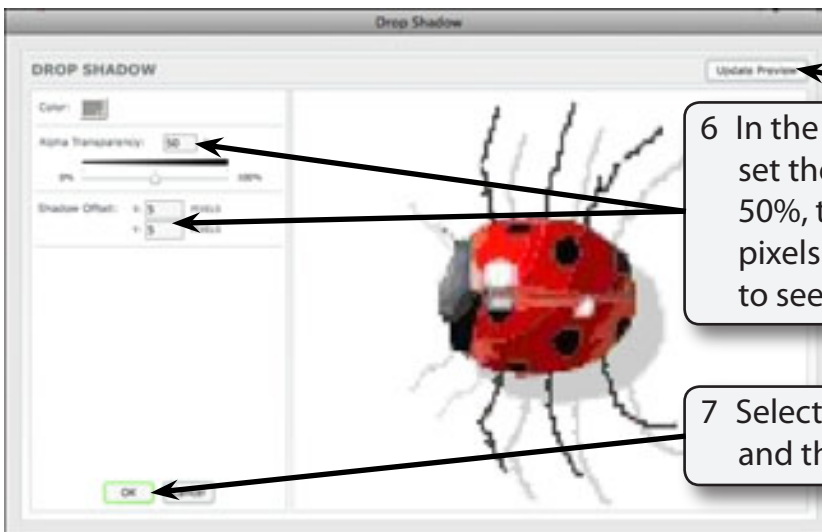
NOTE: If the LIBRARY panel is not open press CTRL+L or ⌘+L to open it.



3 Timeline effects only operate on symbols so press the F8 key to convert the beetle to a symbol.



5 Display the INSERT menu, highlight TIMELINE EFFECTS followed by EFFECTS and select DROP SHADOW.

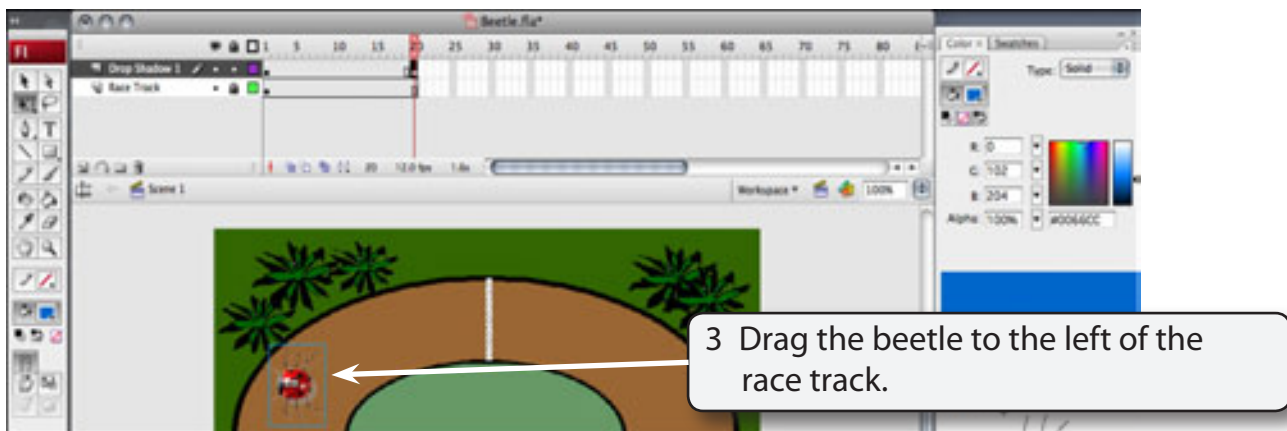
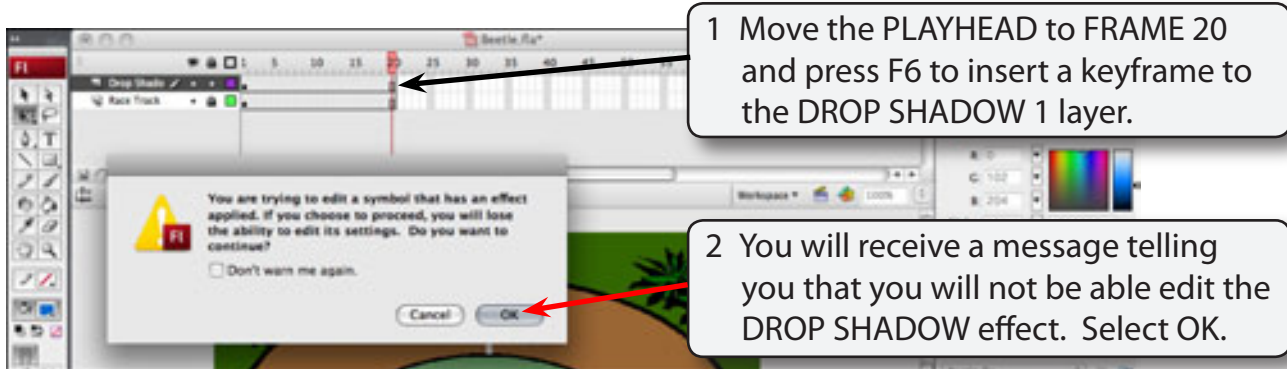


NOTE:

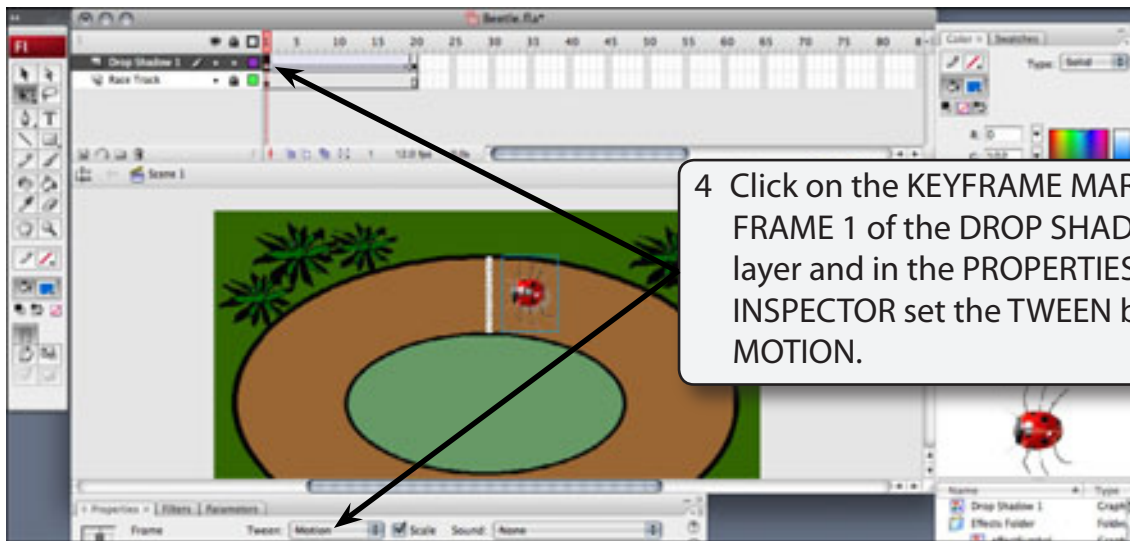
- i Alpha transparency is how light the drop shadow is. Shadow offsets are how far across the shadow is from the object.
- ii Notice that the drop shadow beetle has been added to the library. The original beetle symbol was not altered.

C Animating the Drop Shadow Beetle

Once a timeline effect has been applied the symbol can be animated in the normal way. You cannot apply an animation effect to a completed animation. Let's just move the beetle to the left of the race track.



NOTE: The BEETLE layer is renamed DROP SHADOW and the DROP SHADOW symbol is given the name number as the layer that it is inserted into.

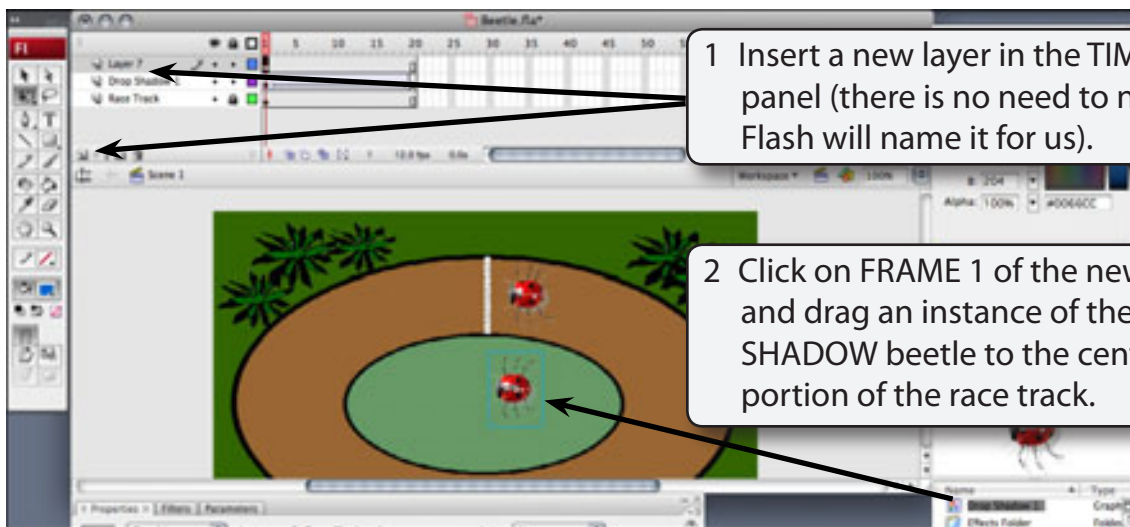


- 5 Play the animation and the beetle should move with a shadow.

Transform Effects

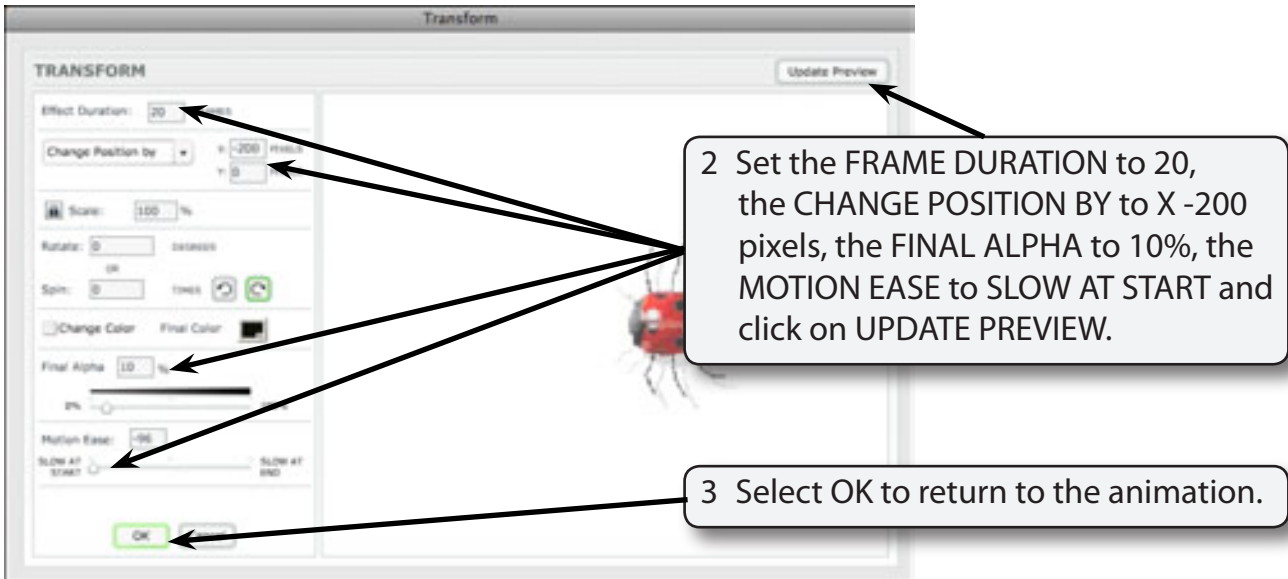
Transform effects allow you to add some motion as well as applying an effect. Let's move the beetle across the screen and make it fade to give the impression that it is moving away from the race track.

A Inserting the Symbol



B Applying the Transform Effect

- 1 Display the INSERT menu, highlight TIMELINE EFFECTS followed by TRANSFORM/TRANSITION and select TRANSFORM.



- NOTE:**
- i The FRAME DURATION was set to 20 to match the frames in the TIMELINE panel.
 - ii The CHANGE POSITION BY sets the movement of the symbol in the X or Y direction (in this case 200 pixels to the left).
 - iii The FINAL ALPHA is how faded the symbol is at the end of the animation.
 - iv The MOTION EASE will start the animation slowly then speed up towards the end.
 - v You could rotate, spin or scale the symbol if that is required.

- 4 Play the animation and the second beetle should move across the stage and gradually fade out.