# 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 File, or close the current file and create a new Flash File.

2 Display the INSERT menu and select NEW SYMBOL.
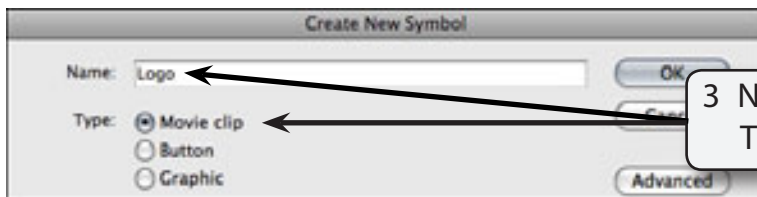
3 Name the symbol LOGO and set the TYPE to MOVIE CLIP.

4 Select OK and your screen will be set to MOVIE CLIP EDIT MODE.
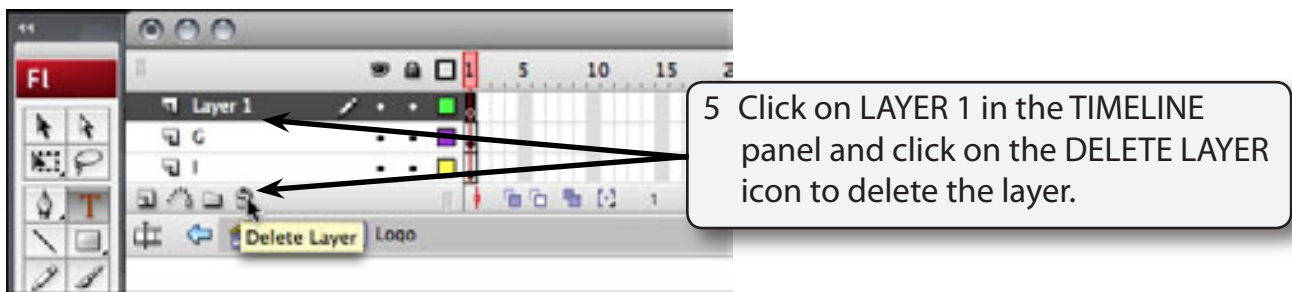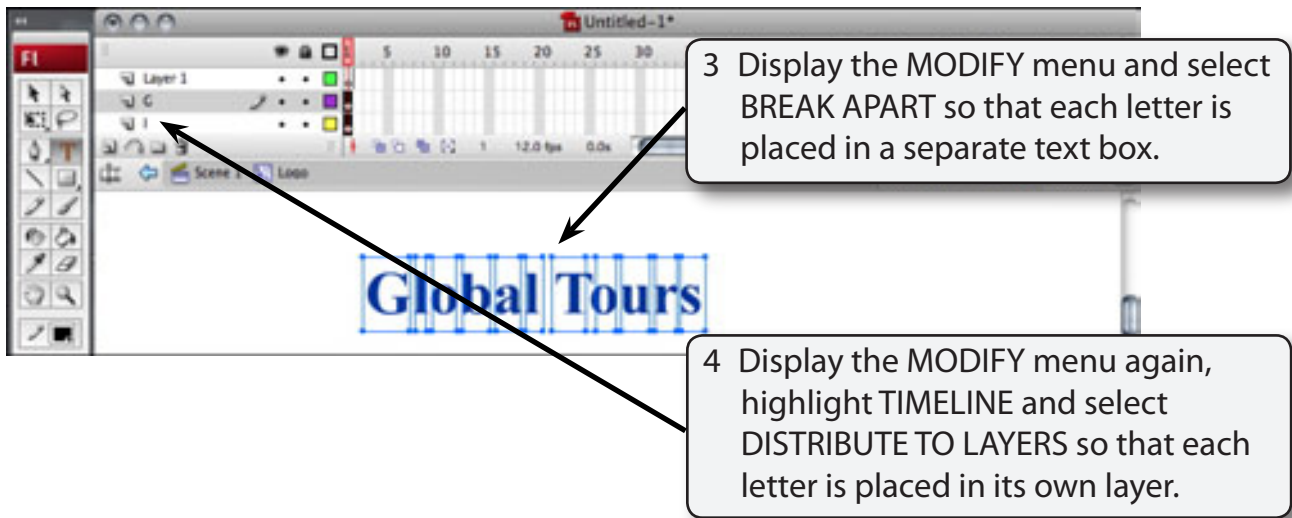
Entering the Text

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.
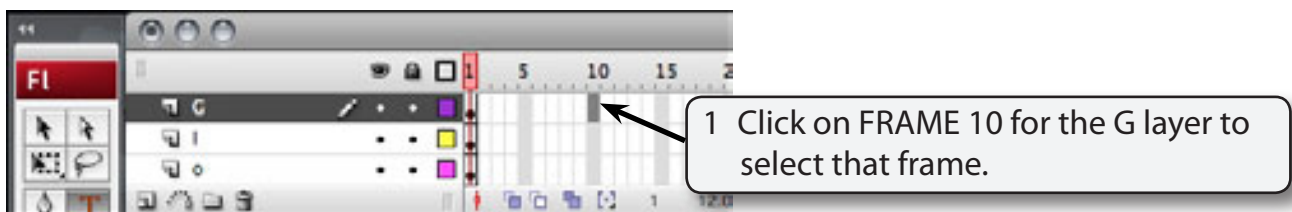

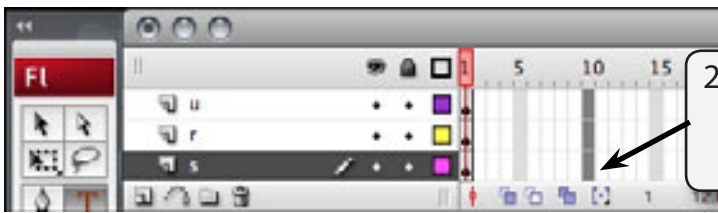1 Select the TEXT tool, click the I-Beam on the stage and enter:

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.

3 Display the MODIFY menu and select BREAK APART so that each letter is placed in a separate text box.

4 Display the MODIFY menu again, highlight TIMELINE and select DISTRIBUTE TO LAYERS so that each letter is placed in its own layer.

5 Click on LAYER 1 in the TIMELINE panel and click on the DELETE LAYER icon to delete the layer.

Adding Keyframes

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

1 Click on FRAME 10 for the G layer to select that frame.

2 Scroll to the last layer (layer S) and with the SHIFT key depressed click on FRAME 10 for the S layer.

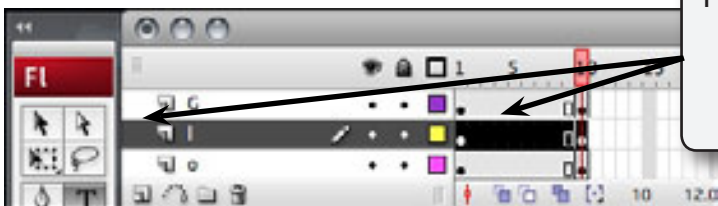**NOTE: Frame 10 for all the layers should be selected.**
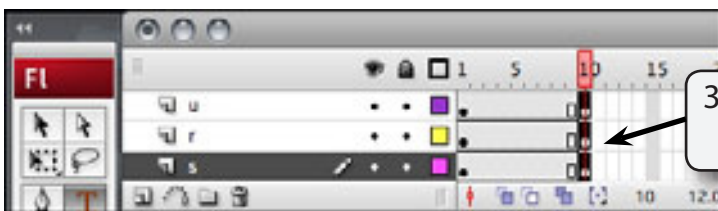
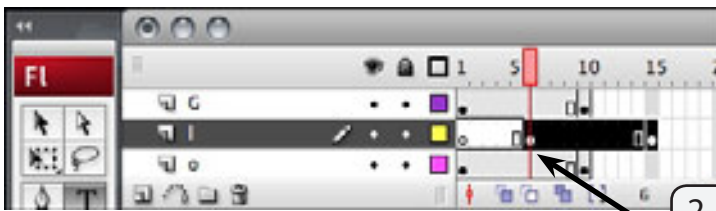3 Press the F6 key to insert the KEYFRAMES

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 icon (the second layer) to highlight all its frames.
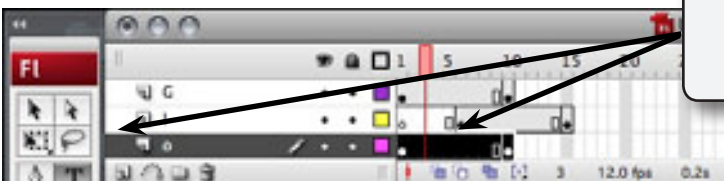
2 Drag the KEYFRAME MARKER at FRAME 1 for the L layer to FRAME 6.

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.
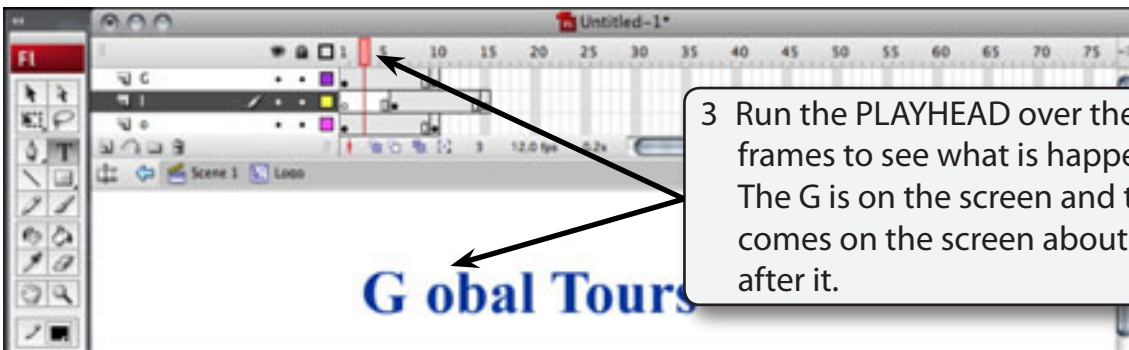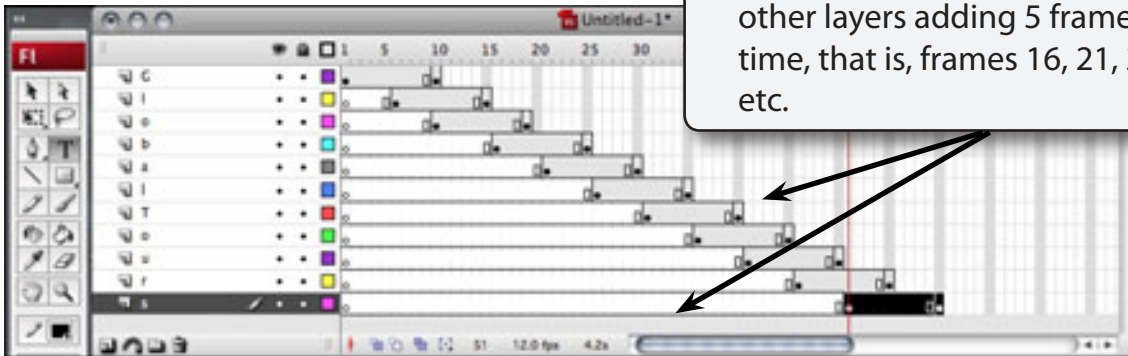

3 Run the PLAYHEAD over the first 6 frames to see what is happening. The G is on the screen and the L comes on the screen about a second after it.

4 Click to the left of the first O layer icon (the third layer) to highlight all its frames.
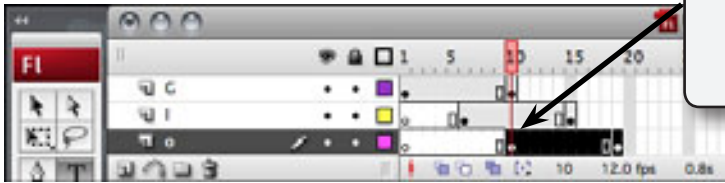
5 Drag its first KEYFRAME MARKER to FRAME 11. This will cause the O to be placed on the stage 5 frames after the L.

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, 31, 36, 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.**

7 Run the PLAYHEAD over the frames to see how the animation looks so far.