

Tween Animations

Adobe Flash provides two main ways of animating, Tweening and Keyframe Animation. The most common form is Tweening where you set a starting point and an end point and let the program animate the objects BETWEEN them. This is where the term TWEEN comes from.

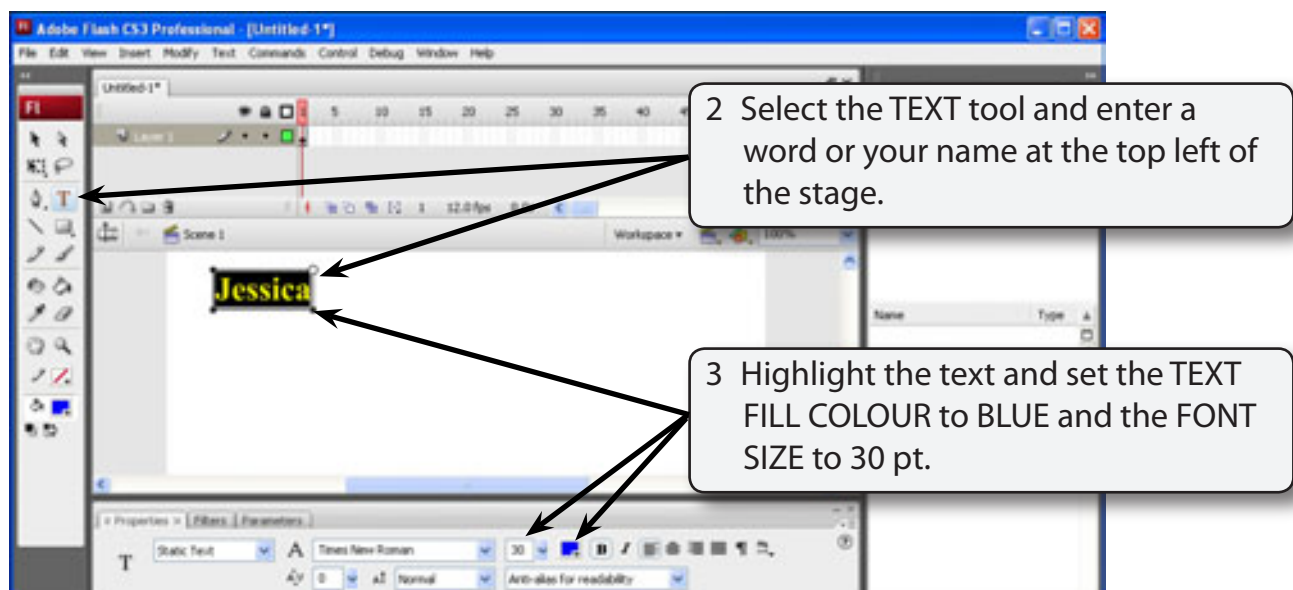
In this chapter you will be shown how to create TWEEN ANIMATIONS for a text symbol. The next few chapters will demonstrate animating graphics.

Creating a Motion Tween

Motion Tweening involves moving objects from a starting point to an end point. You can motion tween objects, text, drawings, etc. They must be grouped or converted to a symbol. To illustrate motion tweening a simple text symbol will be moved around the stage.

A Setting the Symbol

- 1 Load Flash and create a new Flash File, or close the current file and start a new Flash File.



- 4 Select the SELECTION TOOL and the text box should be selected. Use the MODIFY menu to select CONVERT TO SYMBOL.



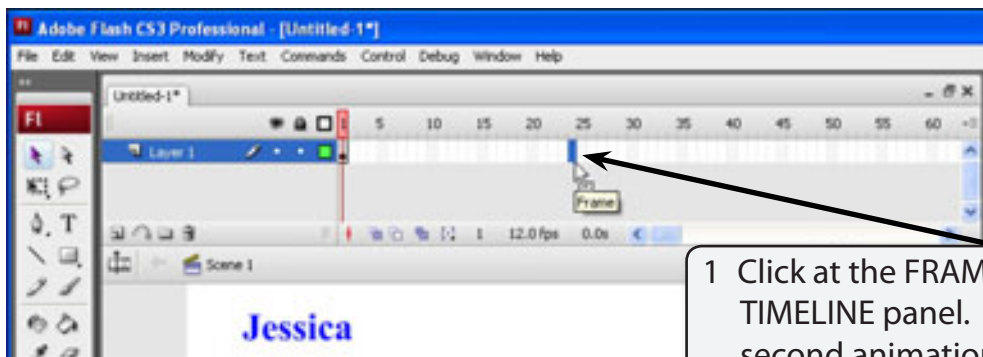
5 Call the symbol NAME and set the TYPE to GRAPHIC.

6 Set the REGISTRATION to CENTRE and select OK

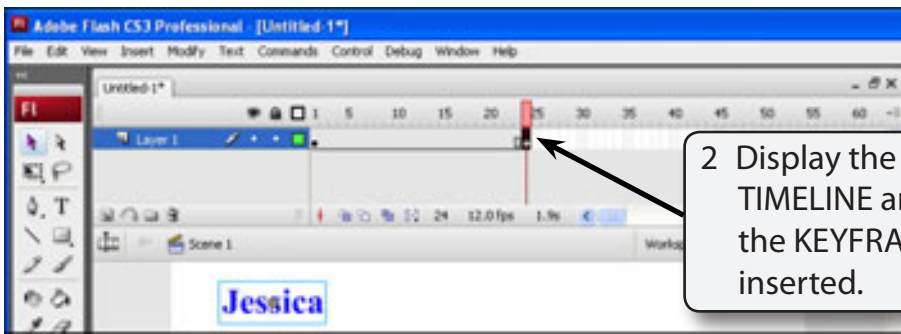
NOTE: Motion Tweening only works on objects that are grouped or set to a symbol.

B Setting the End Keyframe

To animate an object frames need to be inserted in the TIMELINE panel. The easiest way to do this is to set an END KEYFRAME at the frame that you want the animation to finish at. Web pages can usually run an animation smoothly if it is set to a speed of 12 frames per second which is the default speed for Flash animations. So if you set 12 frames in the TIMELINE panel the animation will run for about 1 second. The speed of an animation can be adjusted, but the animation may not run at that speed on the internet.



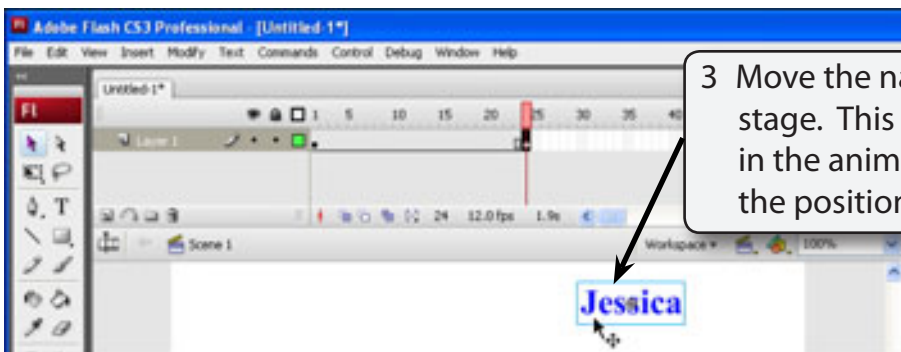
1 Click at the FRAME 24 marker in the TIMELINE panel. This will create a 2 second animation.



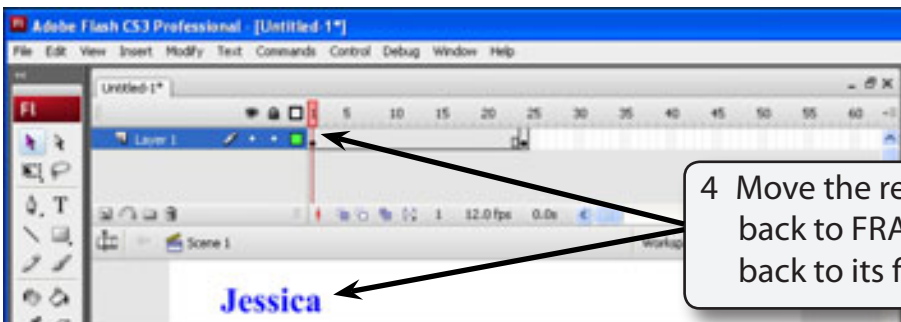
2 Display the INSERT menu, Highlight TIMELINE and select KEYFRAME and the KEYFRAME MARKER (•) should be inserted.

NOTE:

- i The F6 key can be pressed to insert a keyframe as a shortcut.
- ii When you set the Keyframe at FRAME 24 the program inserted 23 frames from FRAME 1.



3 Move the name to the right of the stage. This will set its end position in the animation. It has not affected the position of the name at frame 1.

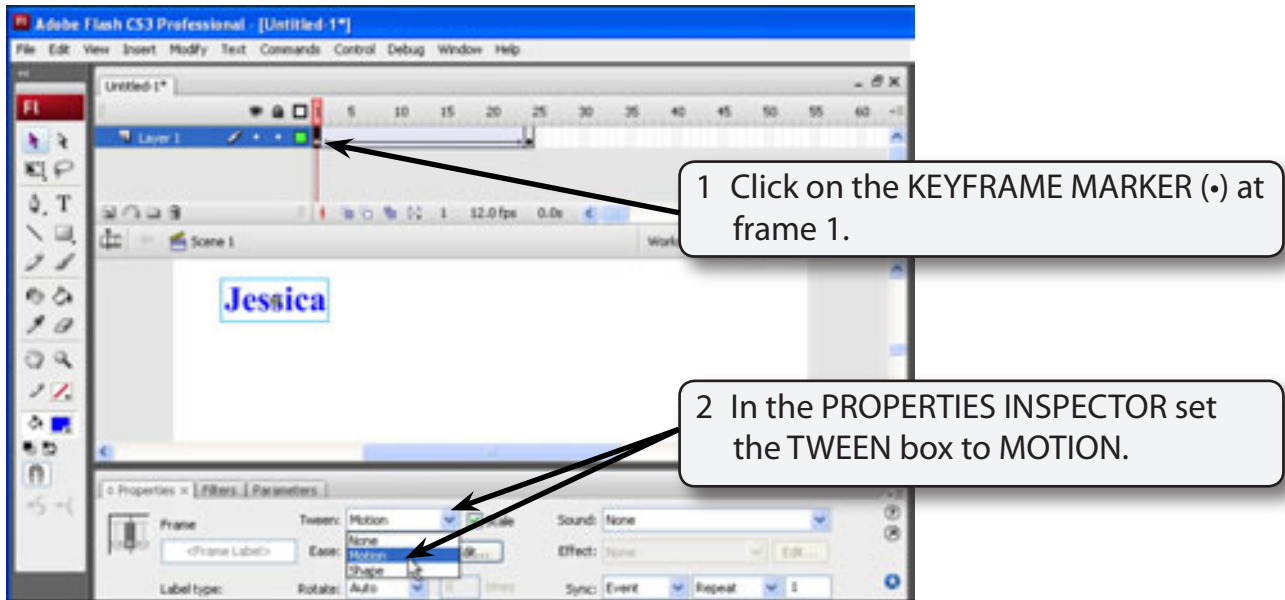


4 Move the red PLAYHEAD marker back to FRAME 1. The name jumps back to its first position.

NOTE: No animation is occurring as the program has not been told the type of animation required. We have simply set the start and end positions of the animation.

C Setting the Motion Tween

To complete the animation the type of animation required has to be set.



NOTE: Notice that the shading in the **TIMELINE** panel has changed to light purple with an arrow across it. This indicates that a **MOTION TWEEN** has been created correctly.

