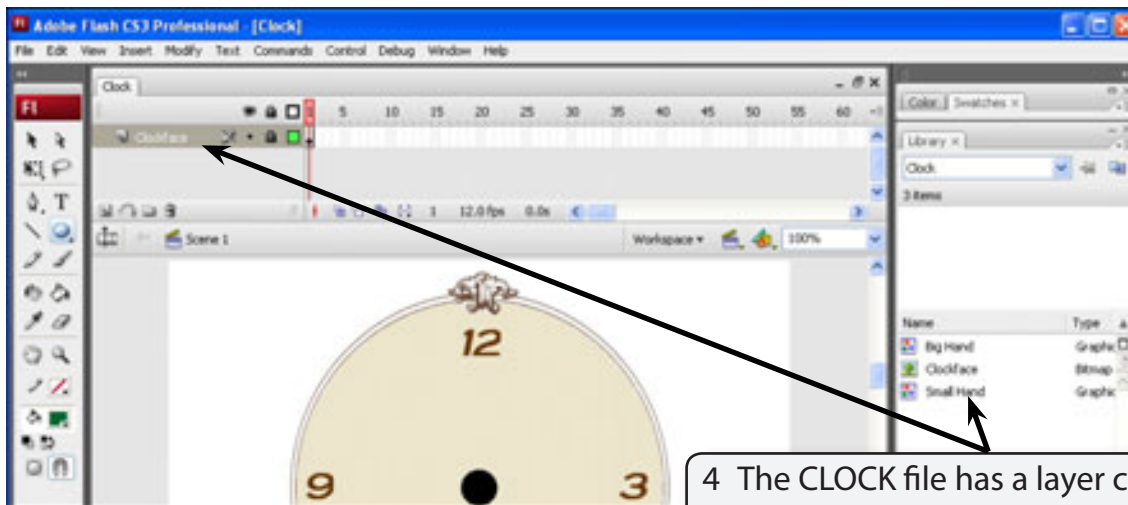


Fixed Point Animations

There are times when you want an object to stay fixed at one end and move around that point. Some examples of this are the hands of a clock, the dials on speedometers or fuel gauges, or levels in a computer game. In this chapter fixed point animations will be demonstrated by animating a clock that has been prepared for you. The hands will be animated to move from 3 o'clock to 4 o'clock.

Loading the Prepared File

- 1 Load Flash and click on the OPEN button, or close the current file and click on the OPEN button.
- 2 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 7 folder and load the file:
Clock
- 3 If the LIBRARY panel is not in the GENERAL PANELS, press CTRL+L or ⌘+L to open it.

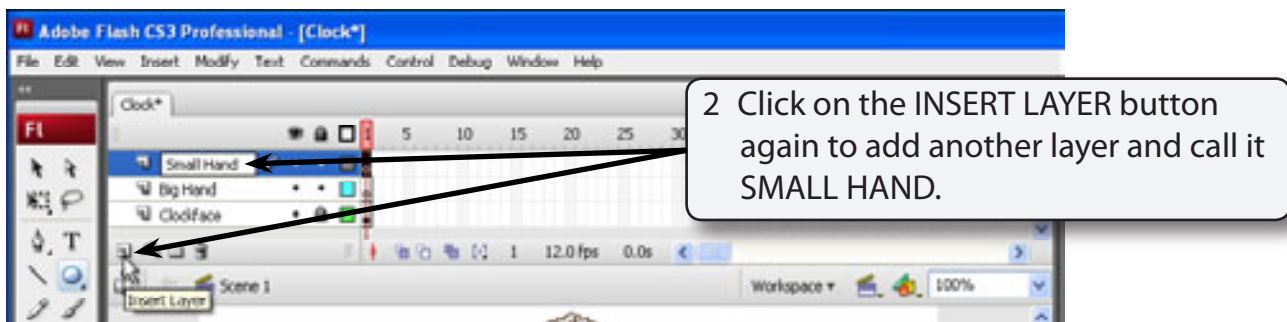
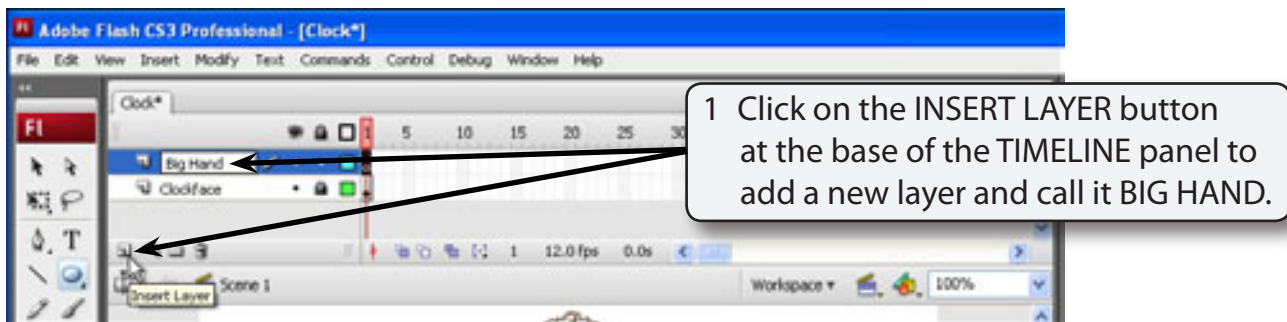


4 The CLOCK file has a layer called CLOCKFACE which is locked and two hand symbols in the LIBRARY panel, BIG HAND and SMALL HAND.

- 5 These resources will be used to complete the animation.
- 6 Save the file in your STORAGE folder under the name:
Clock

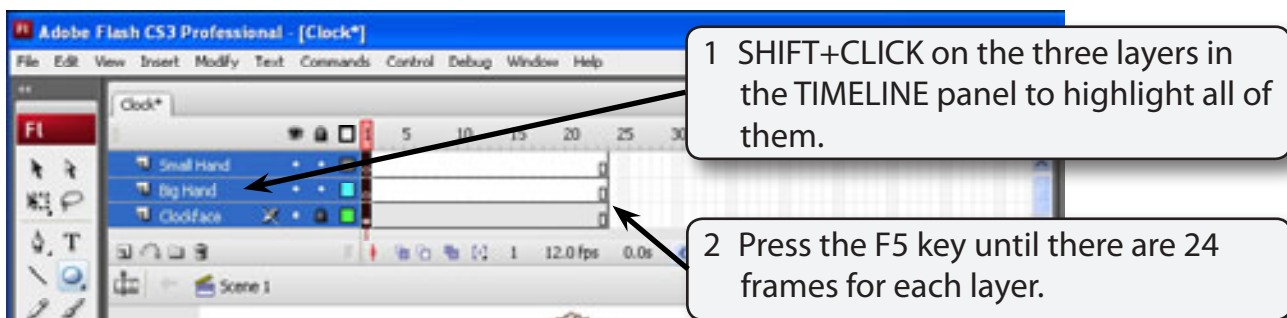
Adding Layers

Two extra layers will be needed, one for the BIG HAND and the other for the SMALL HAND.



Inserting the Frames

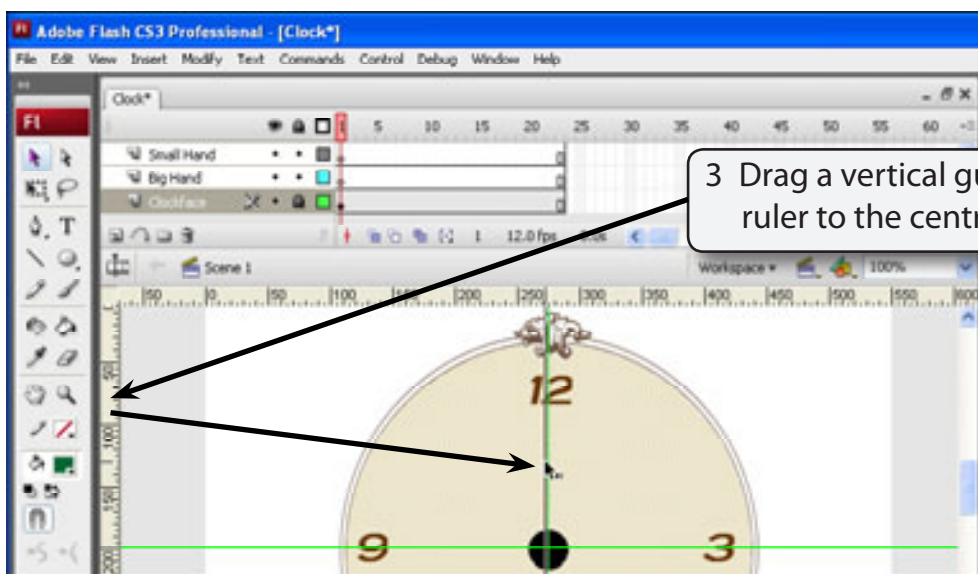
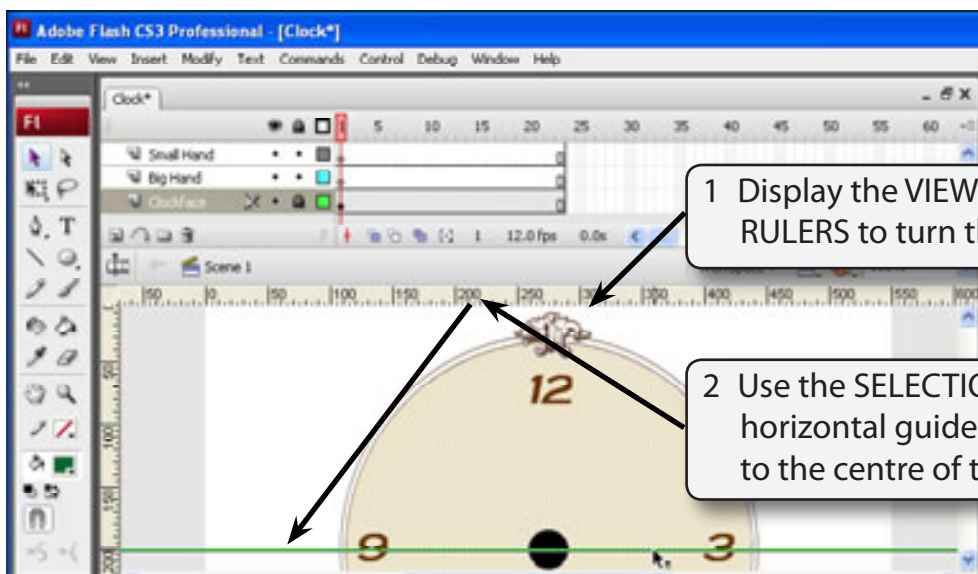
We will make this a 2 second animation (24 frames). Frames can be added to the three layers in one go.



NOTE: If you insert too many frames, frames can be removed by pressing **SHIFT+F5**.

Adding Guides to the Screen

To assist with the placing of the clock hands on the screen **GUIDES** will be used to locate the centre of the clockface.

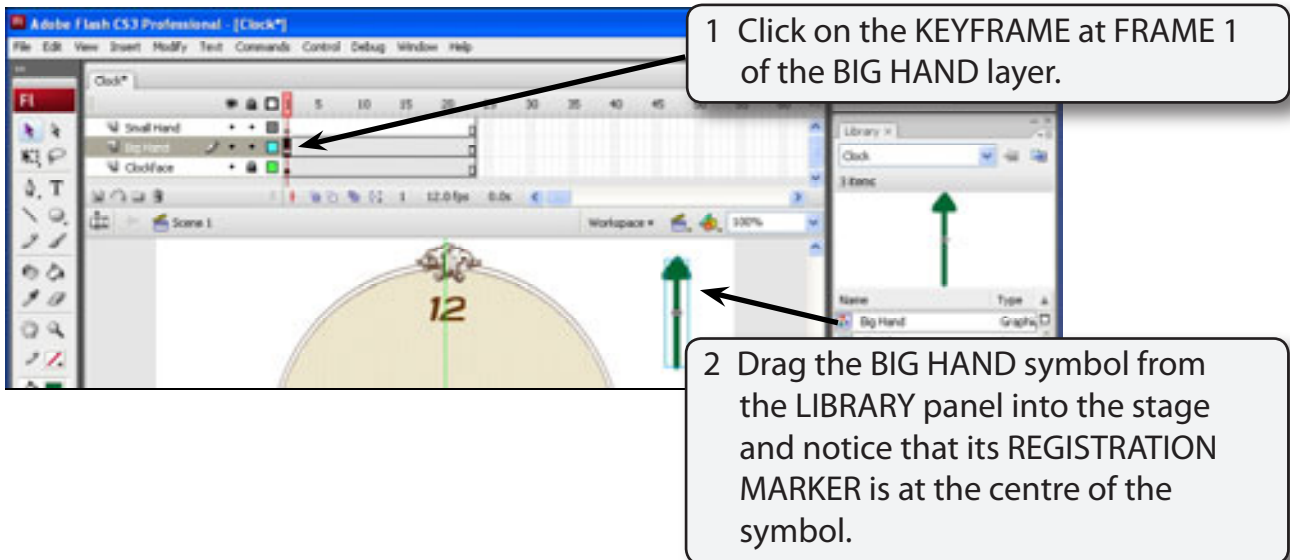


4 Use the **VIEW** menu to turn the **RULERS** off.

Animating the Big Hand

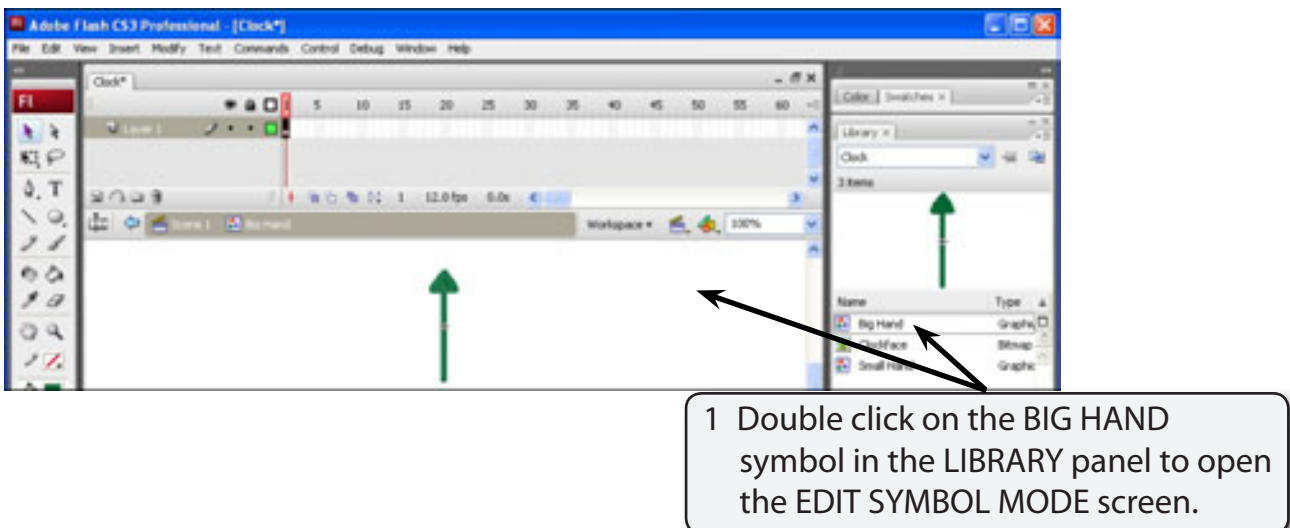
The big hand will need to rotate around the clockface once. We will do this in quarters, although you could use different increments.

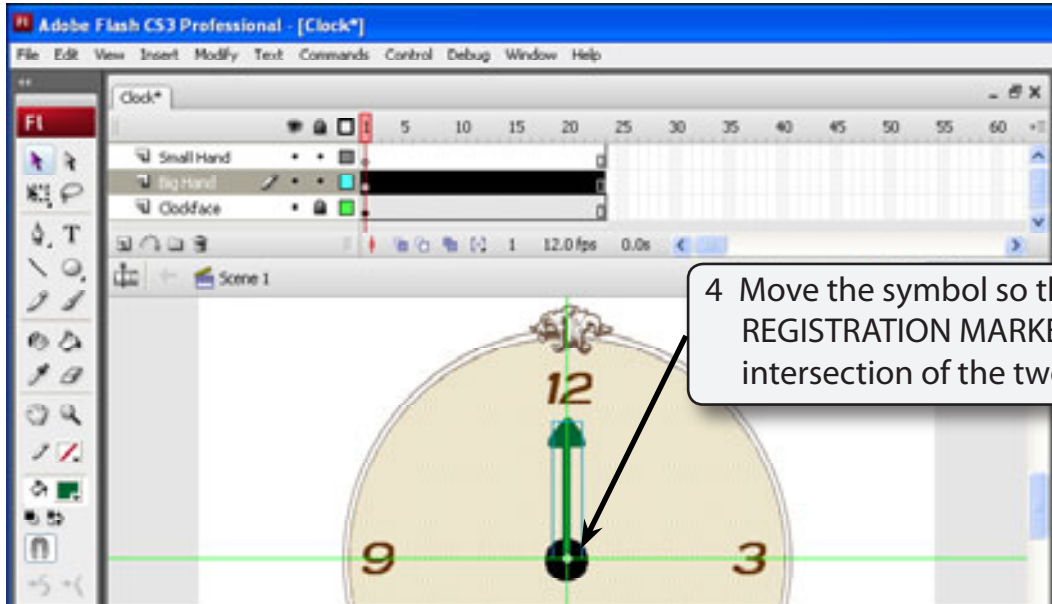
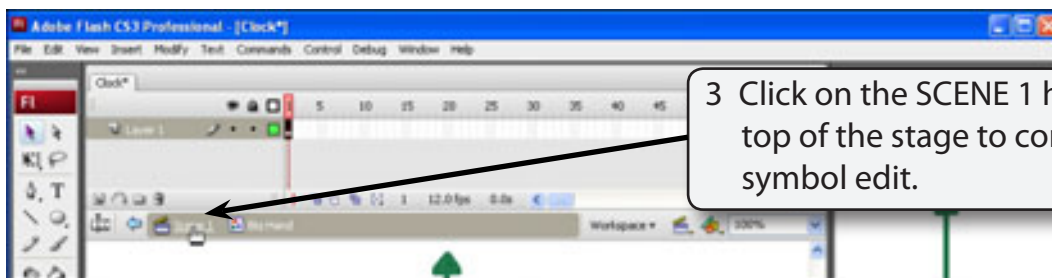
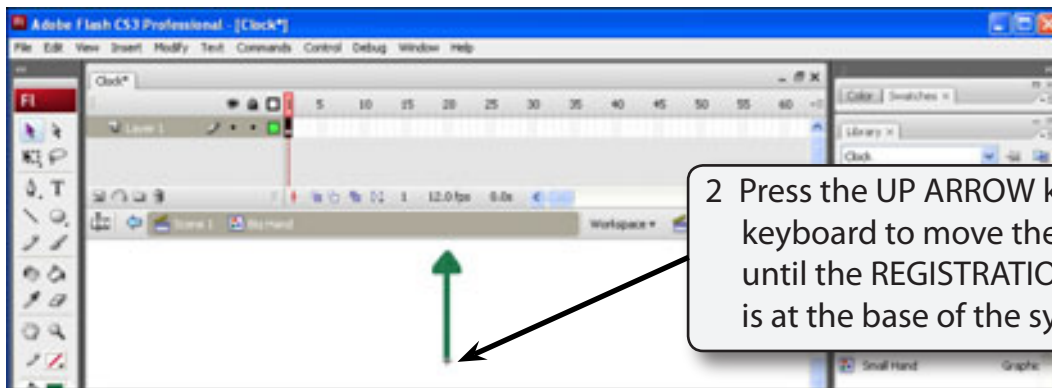
A Adding the Symbol to the Animation



B Editing the Big Hand Symbol

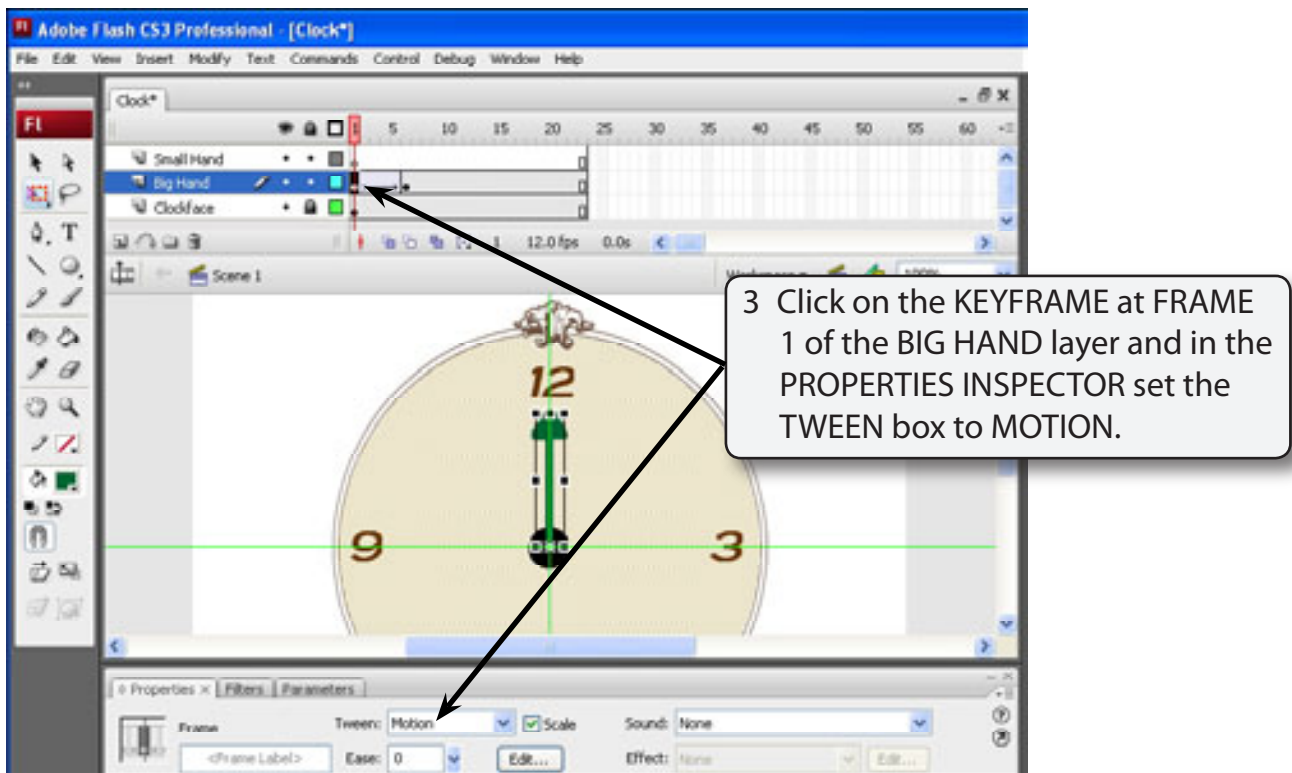
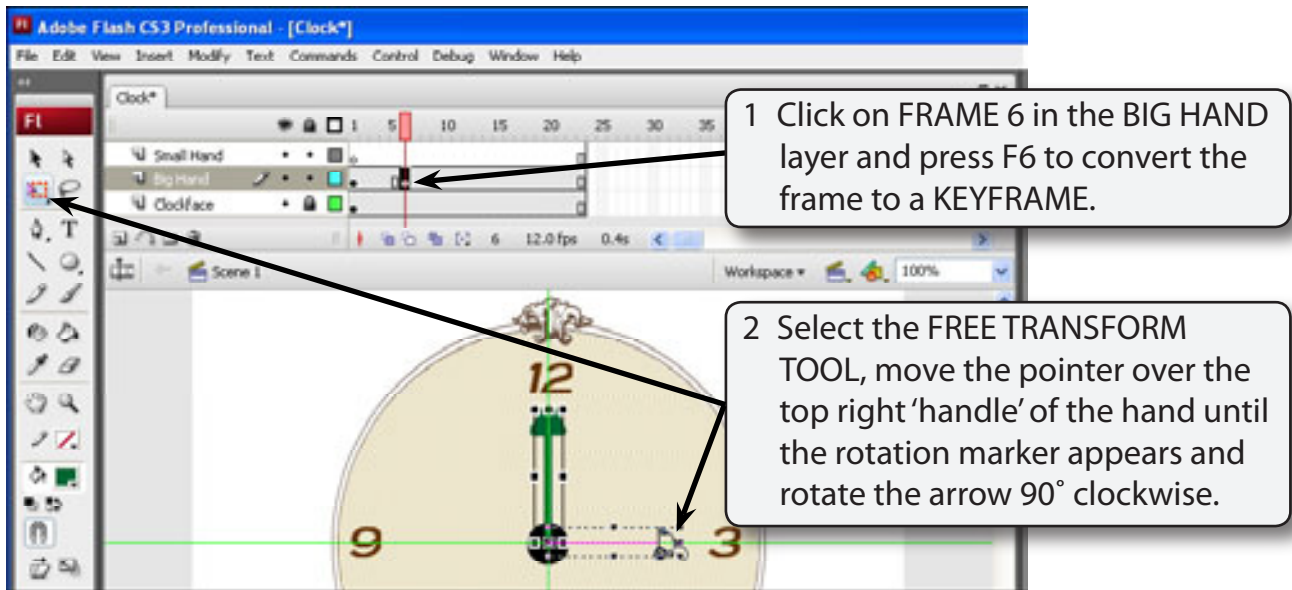
In order to rotate the big hand at its base the REGISTRATION MARKER will need to be moved to the base of the hand. The REGISTRATION MARKER controls where the rotation occurs.





NOTE: You can use the ARROW KEYS on the keyboard to nudge the symbol into place.

C The First Quarter Animation



4 Play the animation to test that it rotates correctly.