

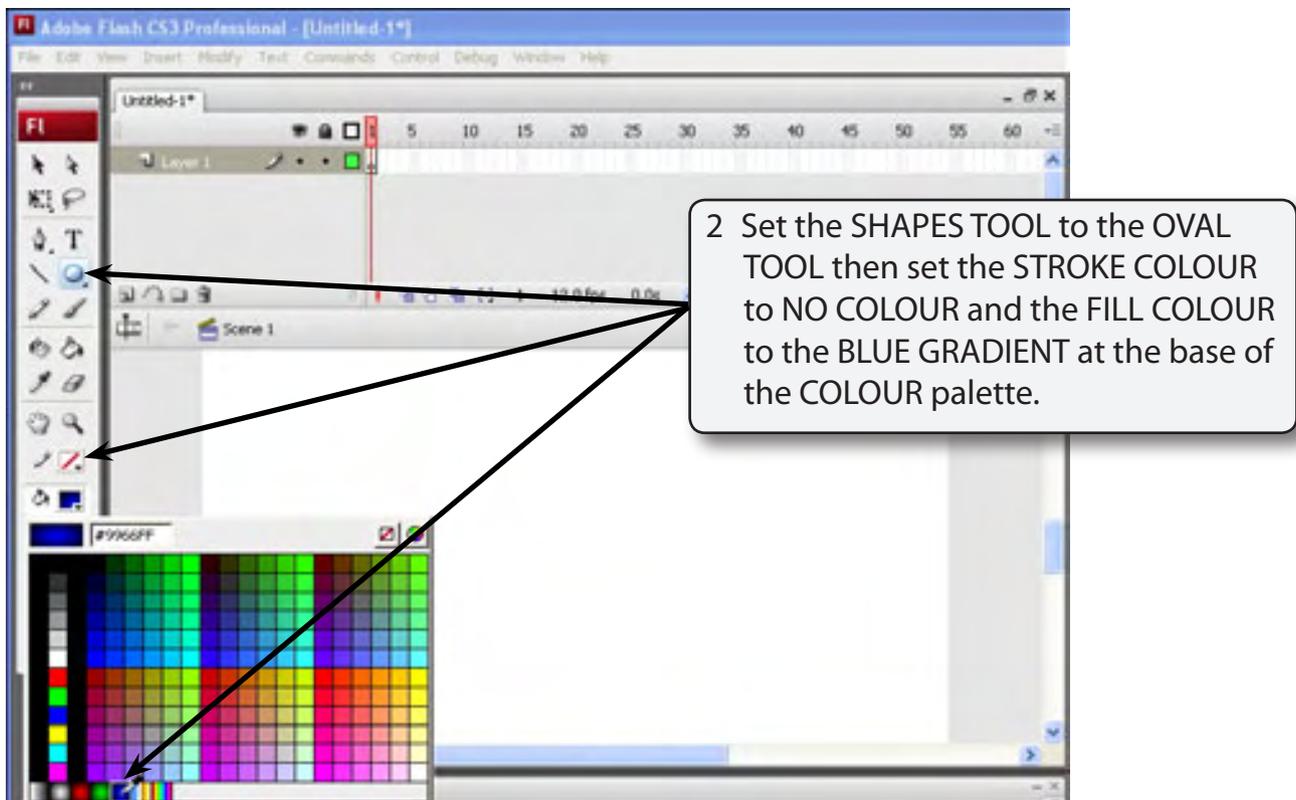
Keyframe Animations

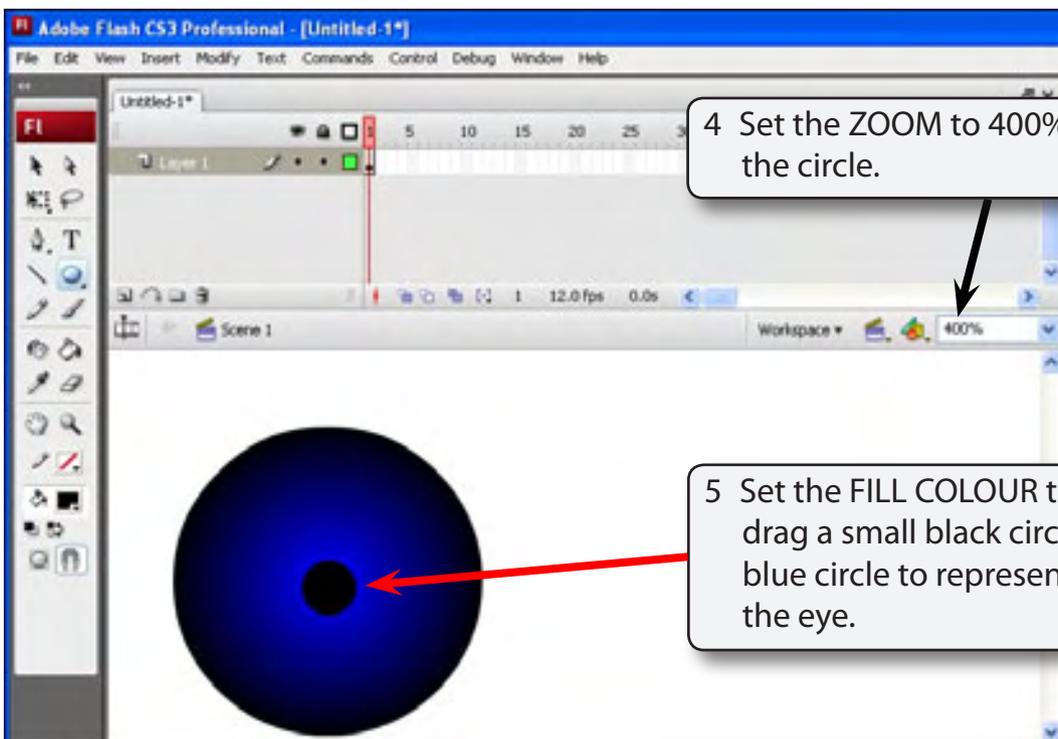
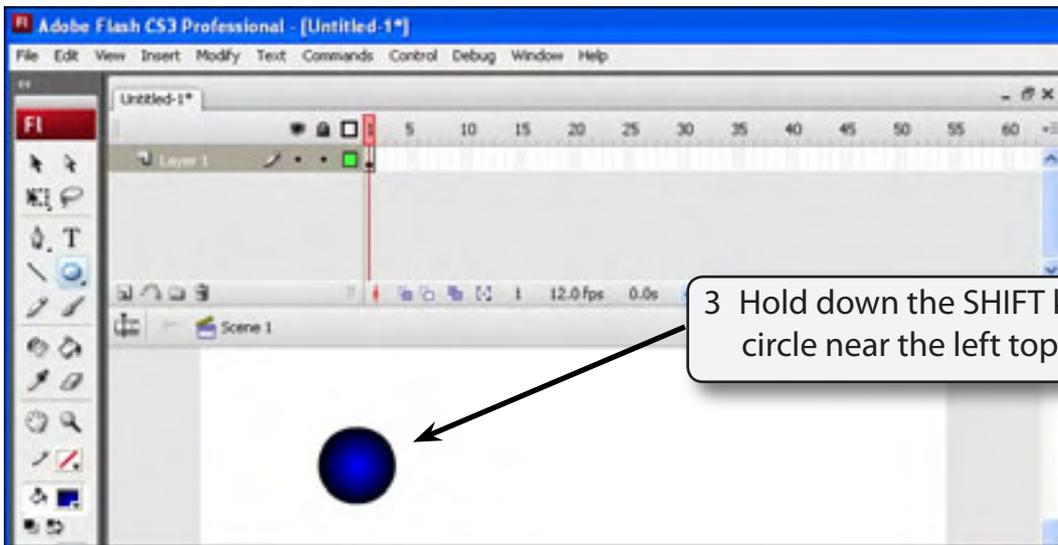
There are times when a motion or shape tween will not create the animation you require. Another way to animate is to insert a series of keyframes close to one another and just alter the objects in each keyframe a little. This is called Keyframe Animation. It is not as desirable as motion or shape tweening because you need to do more of the work, but there are times when it produces a better result. It mimics how animations were created before computers were used

To illustrate Keyframe Animation a simple animation showing an eye winking will be created.

Drawing an Eyeball

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

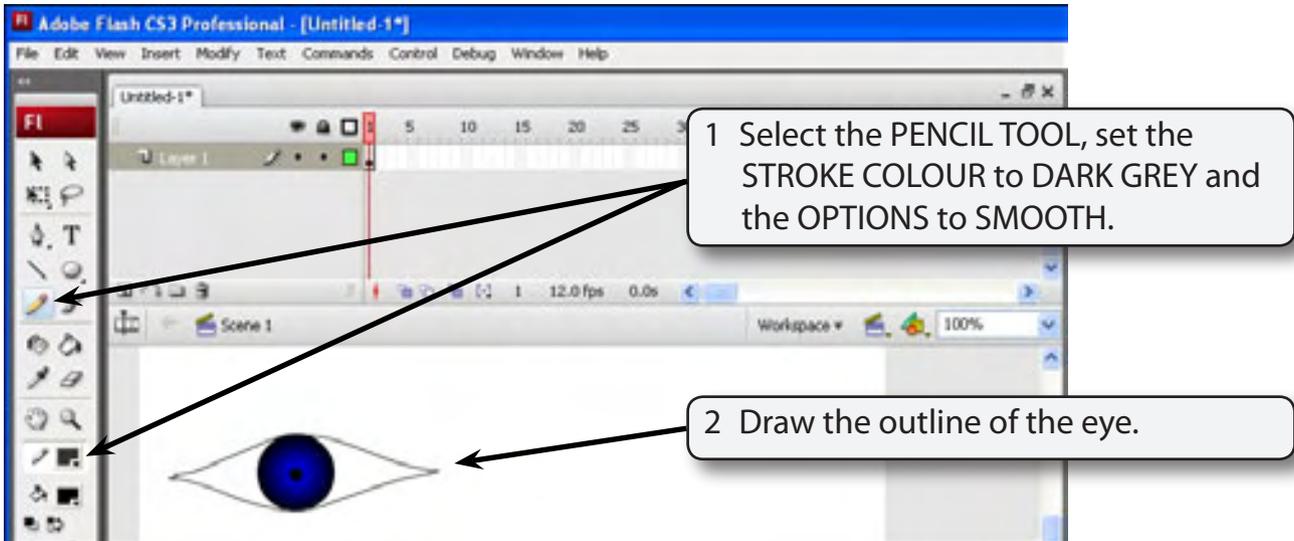




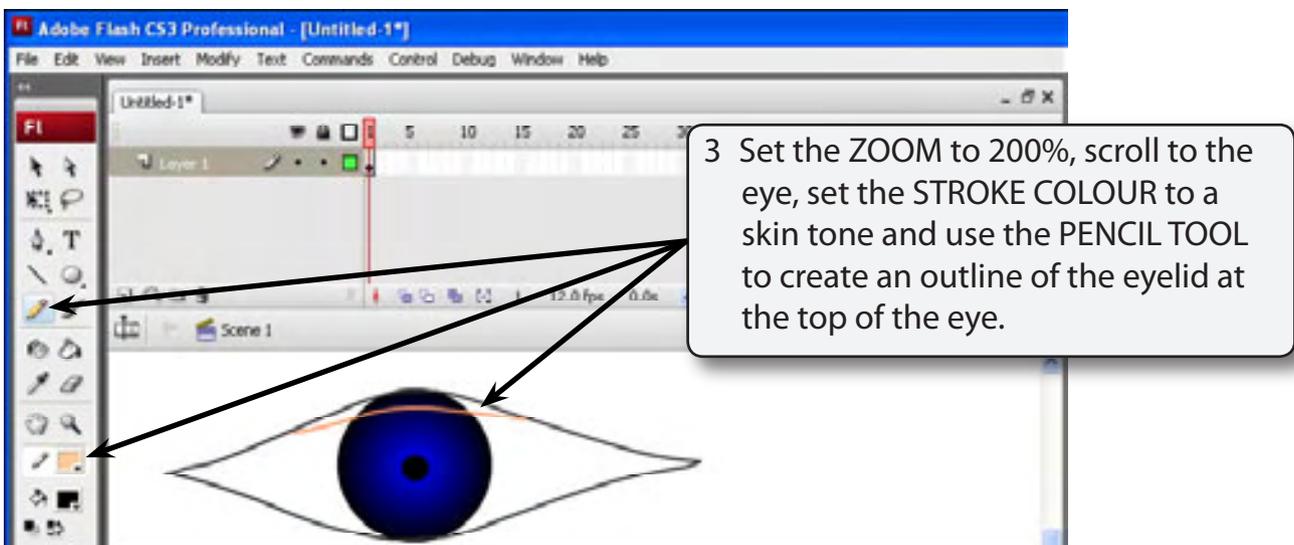
6 Return the ZOOM to 100%.

Adding the Eye Shape

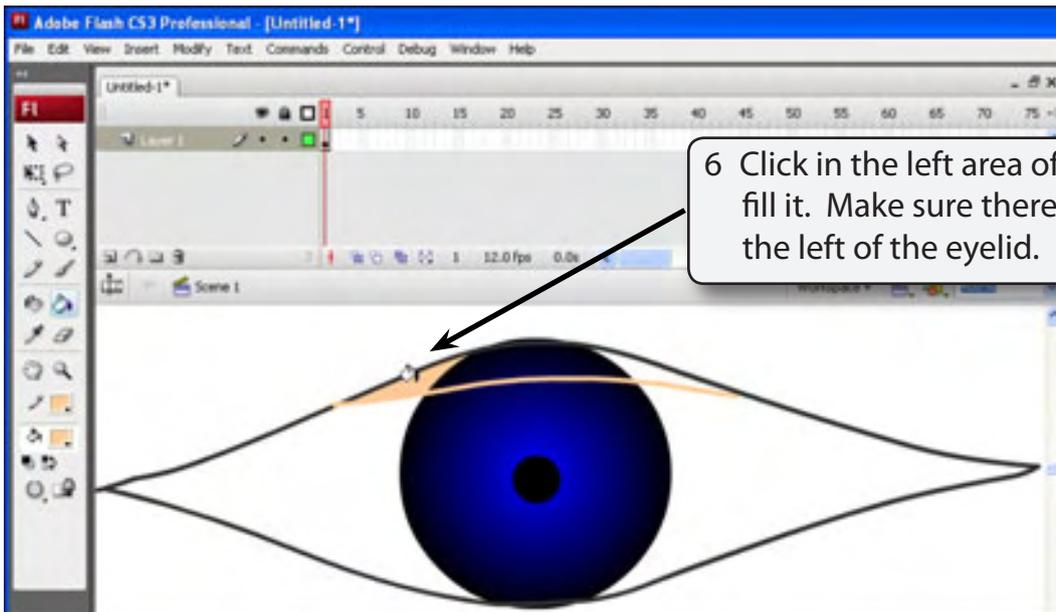
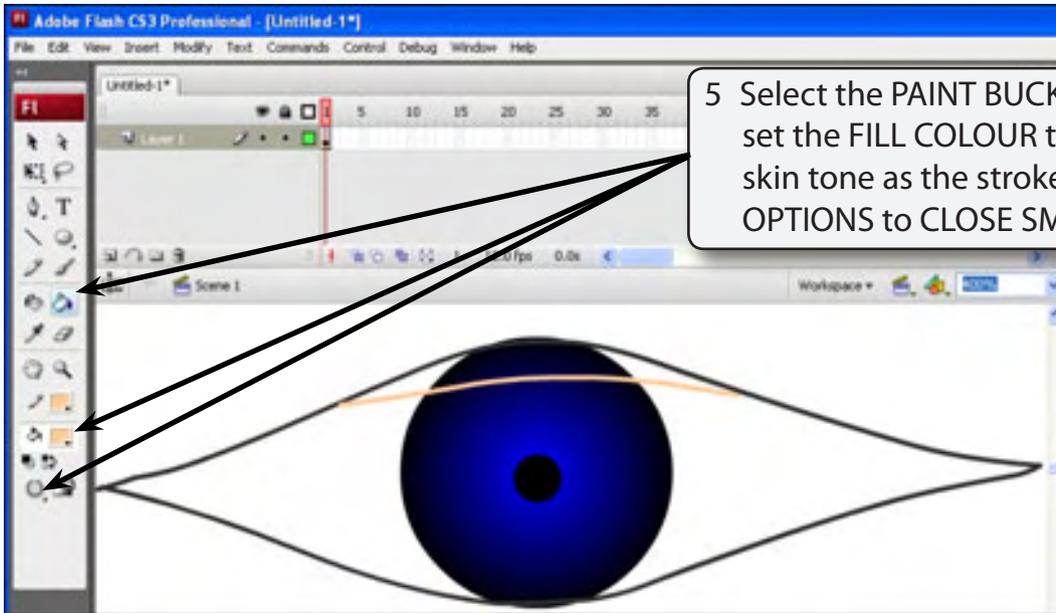
The eye shape will be drawn in a dark grey using the PENCIL tool.

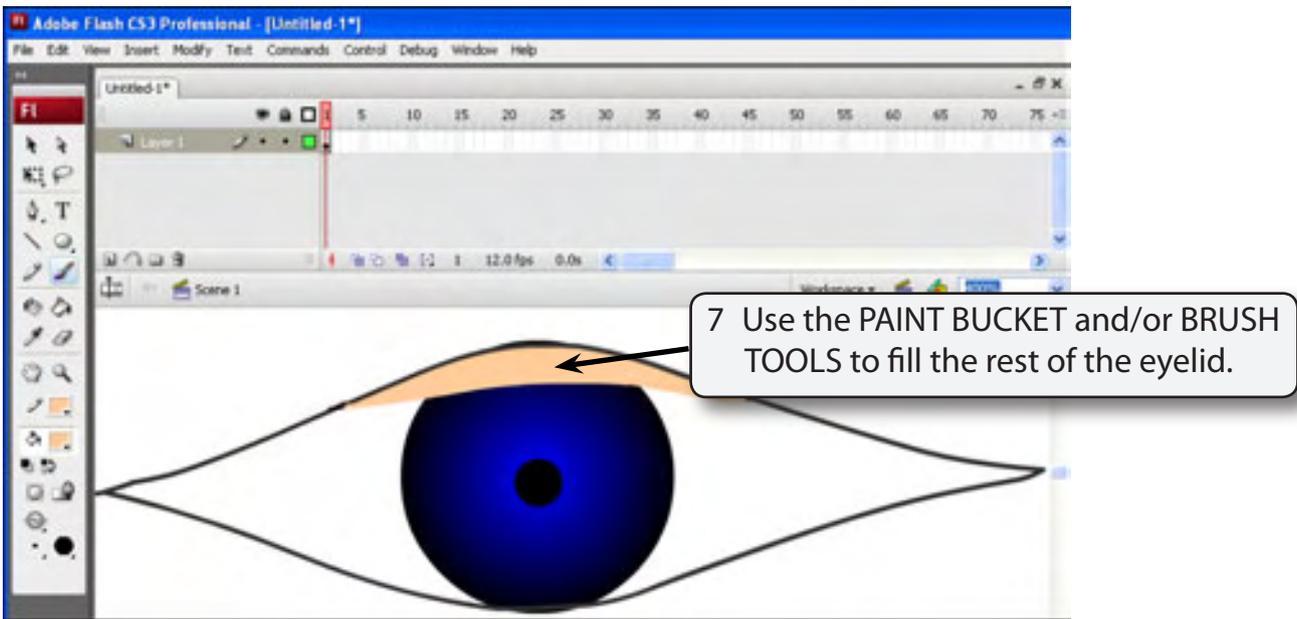


- NOTE:**
- i You can press **CRTL+Z** or **⌘+Z** to undo any pencil lines you draw and try again until you get the shape you want.
 - ii The **SELECTION TOOL** can be used to adjust the shape.



- 4 Set the ZOOM to 400%, scroll to the eye and use the SELECTION TOOL to smooth any rough areas.





NOTE: If the program has trouble filling the areas, select the **BRUSH TOOL** and paint the area to cover any gaps. You can also undo a fill or paint if it is incorrect.

Copying the Eye

We don't want to redraw another eye. The completed eye can be copied then one of the eyes flipped to create a mirror image.

