

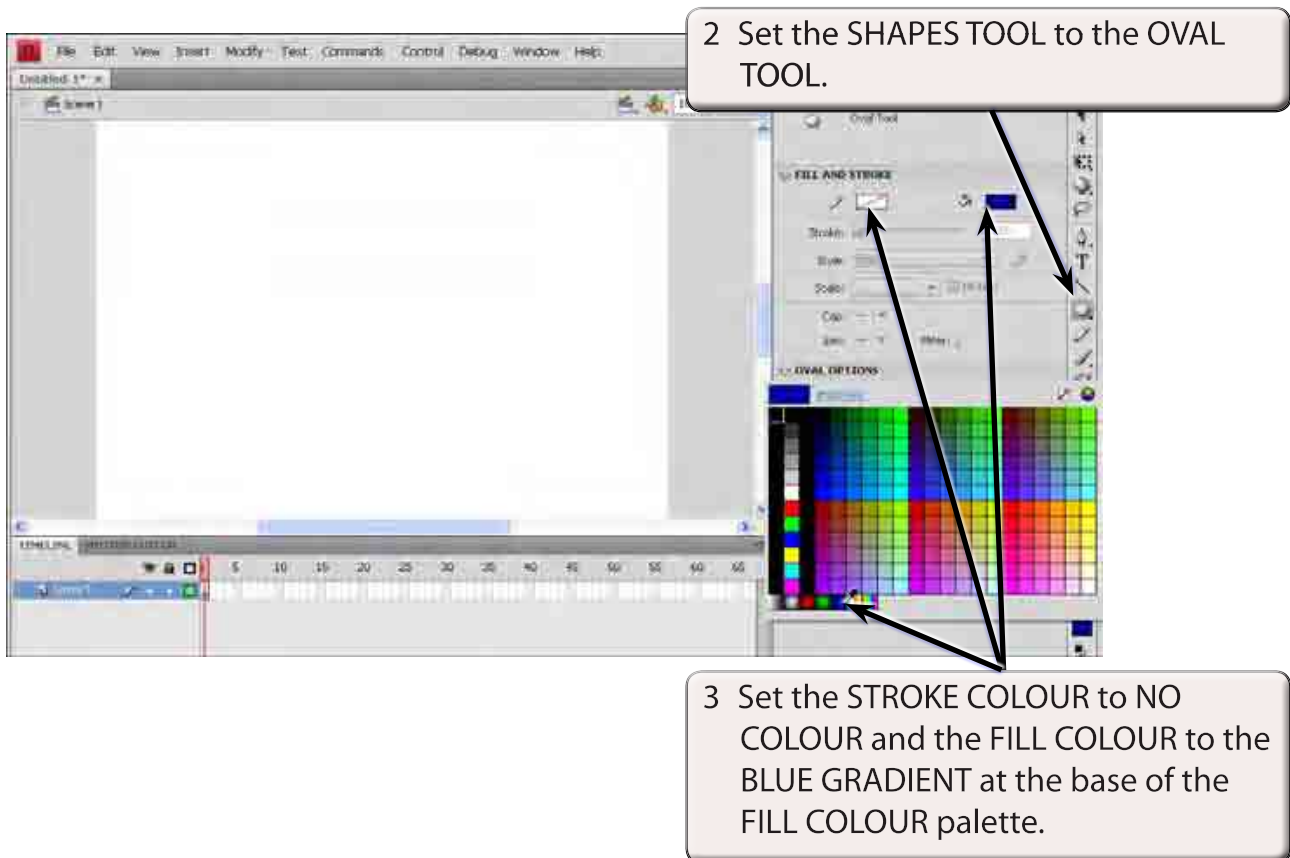
## Frame By Frame Animations

There are times when a motion, shape or classic 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 a Frame By Frame Animation. It is not as desirable as motion, shape or classic 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 Frame By Frame Animation, a simple animation showing an eye winking will be created.

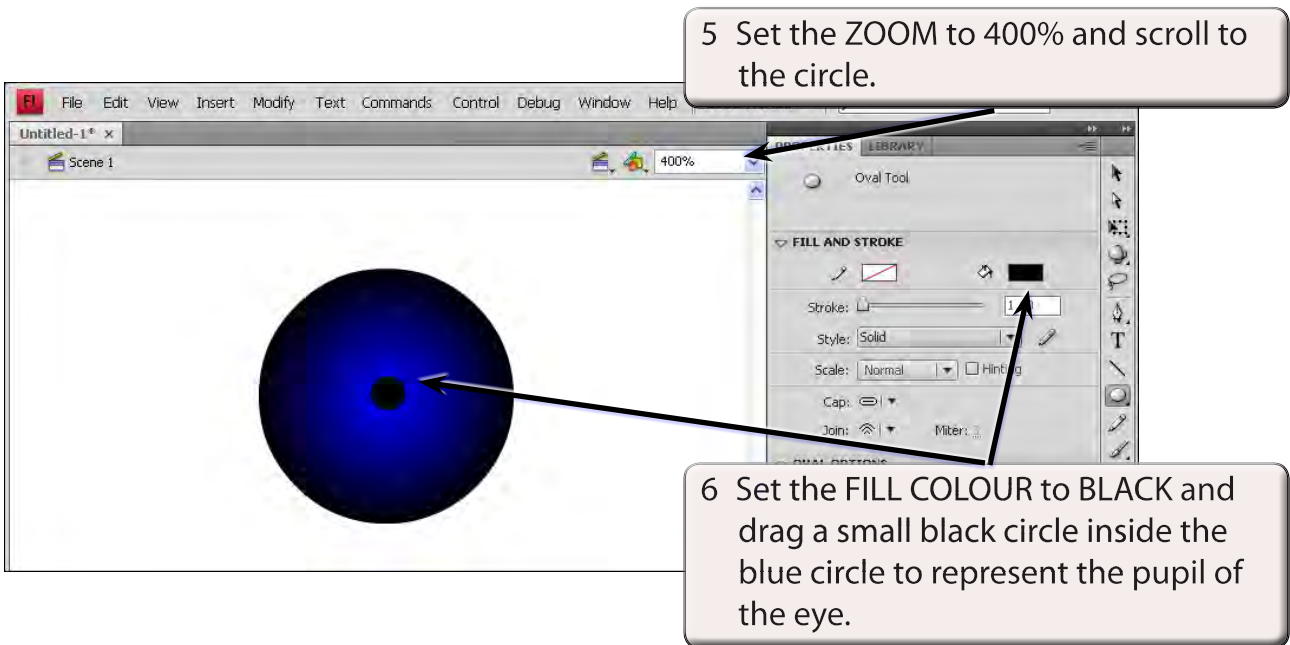
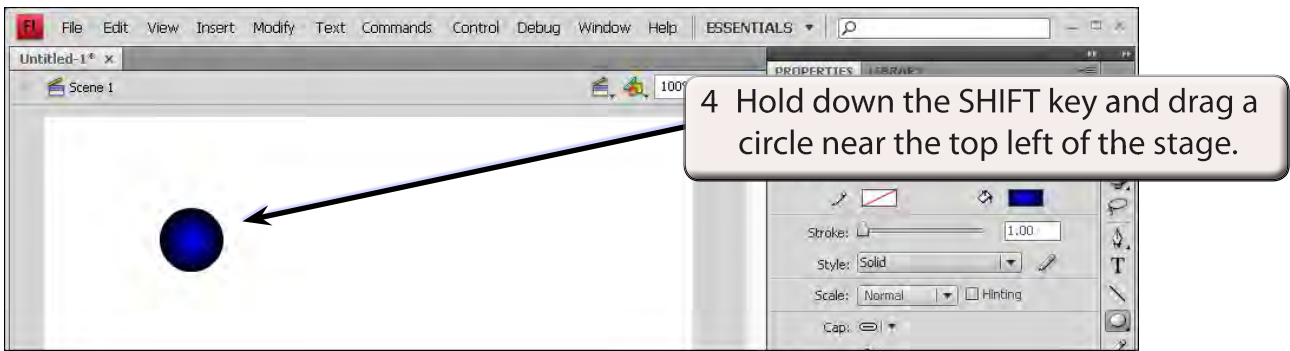
### Drawing an Eyeball

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



2 Set the SHAPES TOOL to the OVAL TOOL.

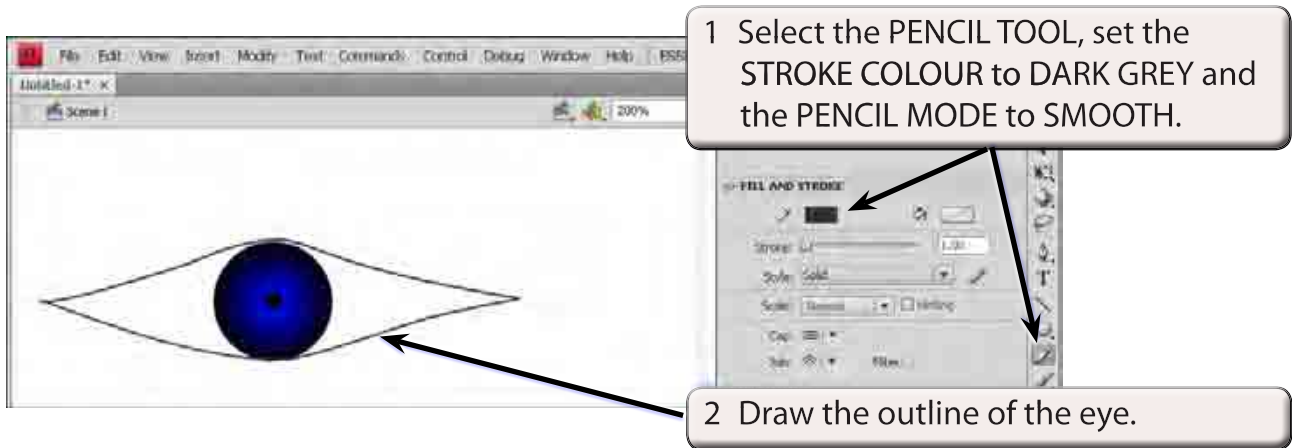
3 Set the STROKE COLOUR to NO COLOUR and the FILL COLOUR to the BLUE GRADIENT at the base of the FILL COLOUR palette.



7 Return the ZOOM to 200%.

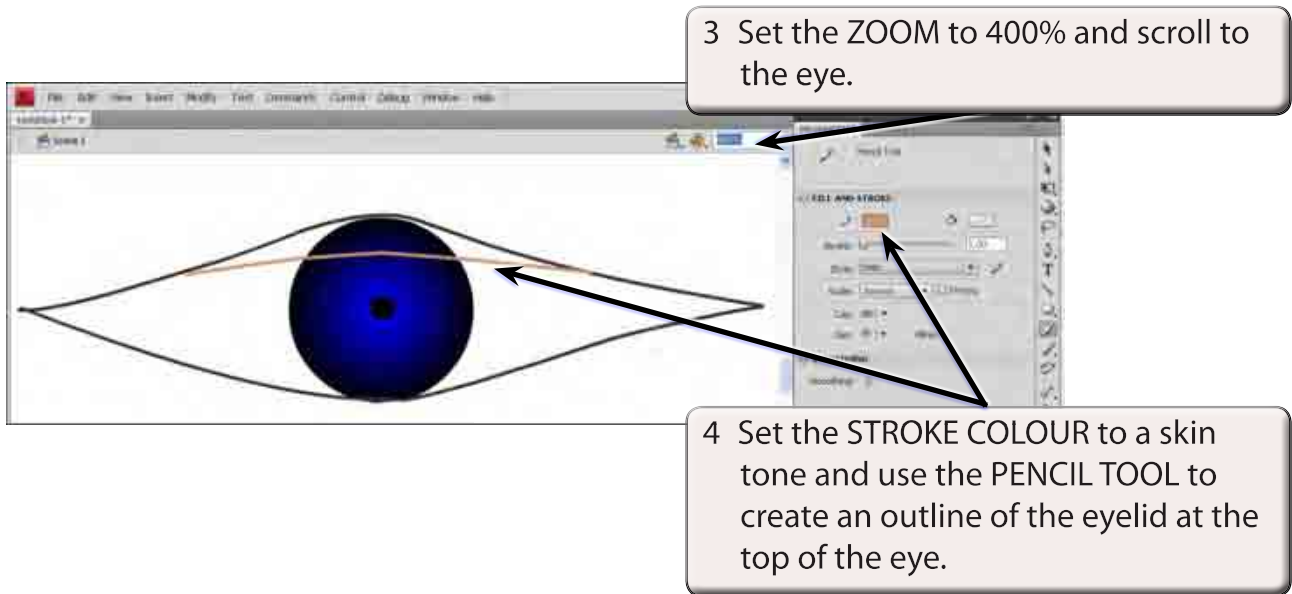
## Adding the Eye Shape

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

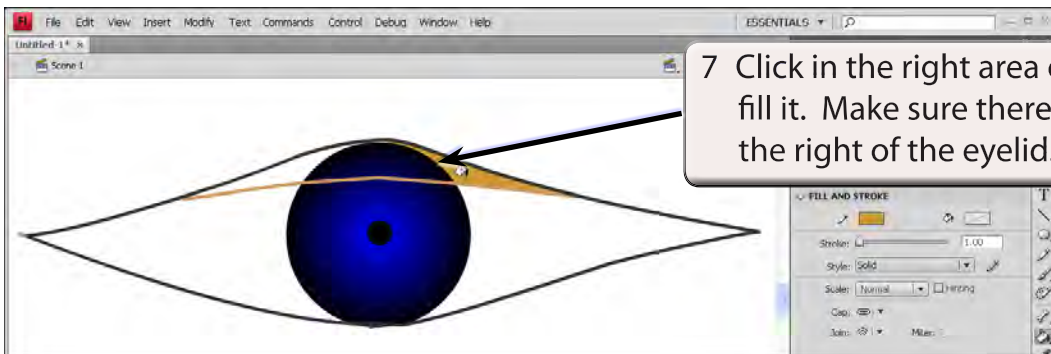
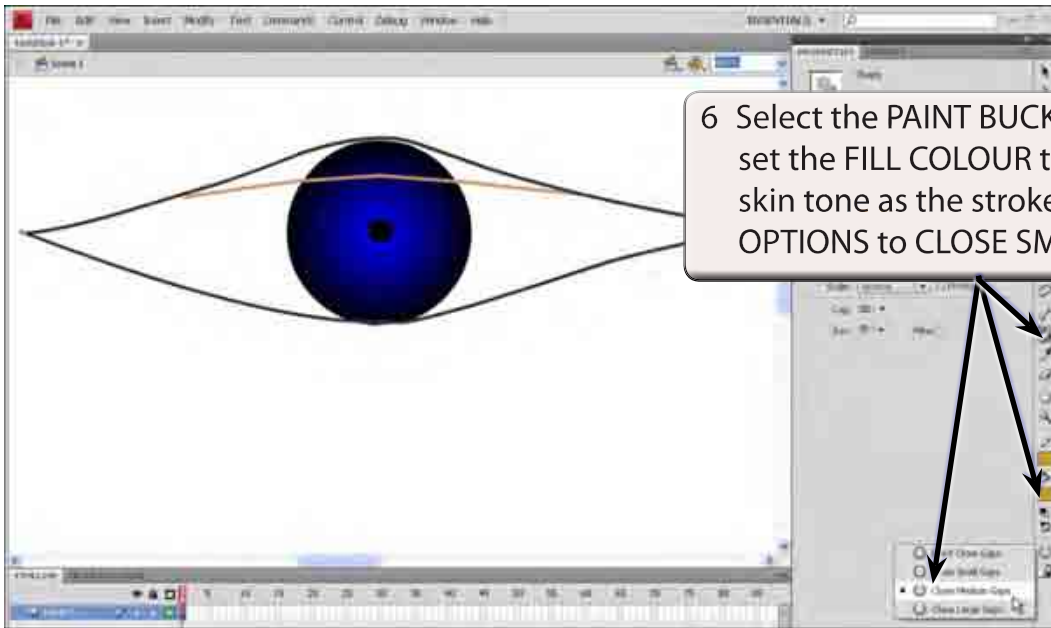


**NOTE:**

- i You can press **CRTL+Z** or **COMMAND+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.



5 Use the SELECTION TOOL to smooth any rough areas.



**NOTE:** If the fill leaks into other parts of the image, undo the fill and use the PENCIL TOOL to close any gaps.