

Creating Movie Clips

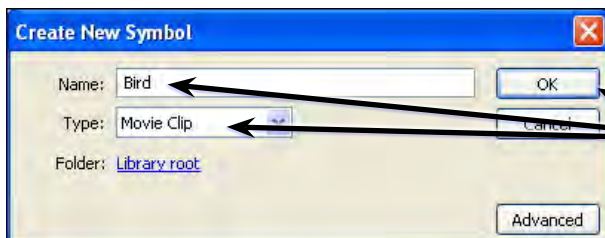
Movie clips are an important feature of Flash. You can create an animated movie clip as a symbol and use it many times within other animations without affecting the size of the file. Movie Clip Symbols are self-contained animations with their own independent timeline so they do not complicate the timeline of the main animation you are creating. Think of a Movie Clip Symbol as a completed animation that can be used within other animations.

Creating a Movie Clip

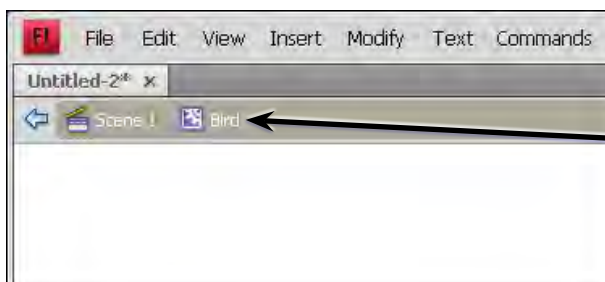
Movie clips are created as a symbol then used as required. A simple movie clip of a bird flapping its wings will be created.

A Setting a 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.

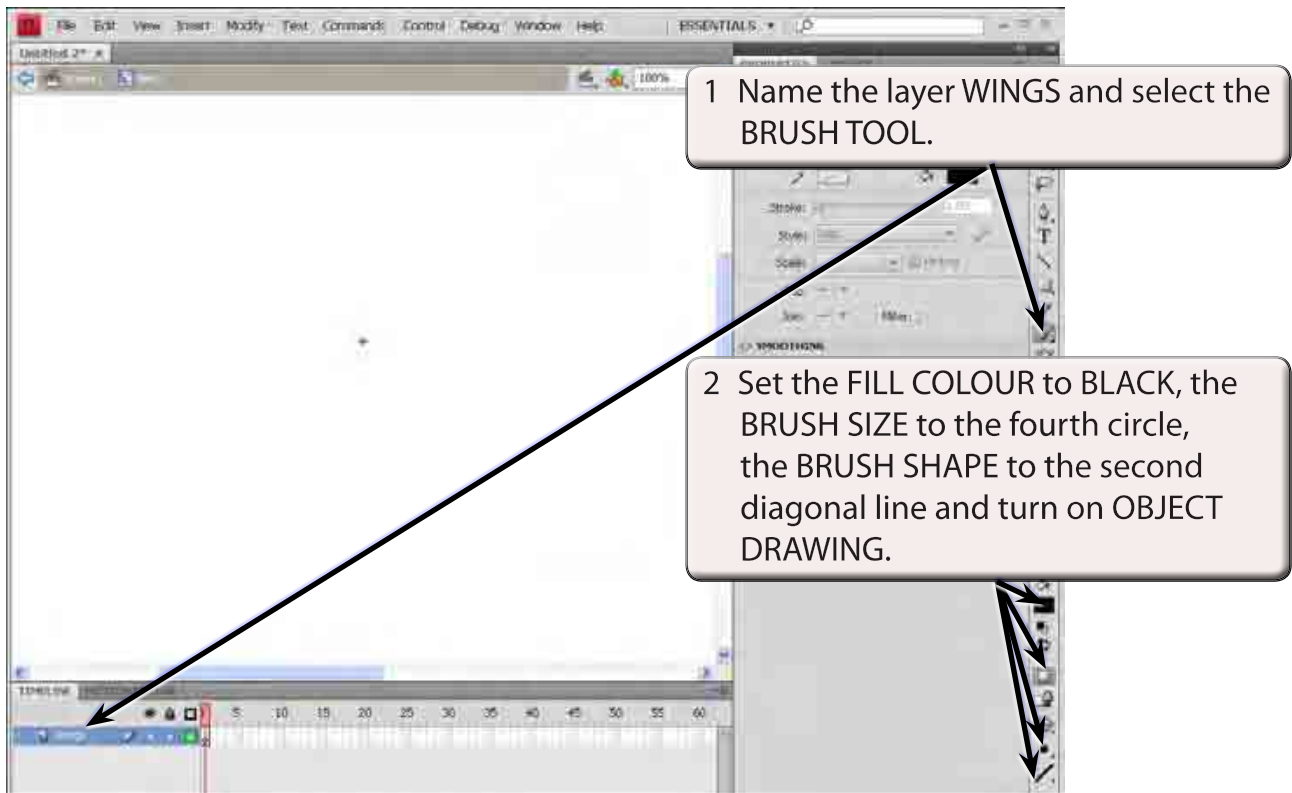


3 Name the symbol BIRD, set the TYPE to MOVIE CLIP and click on OK.

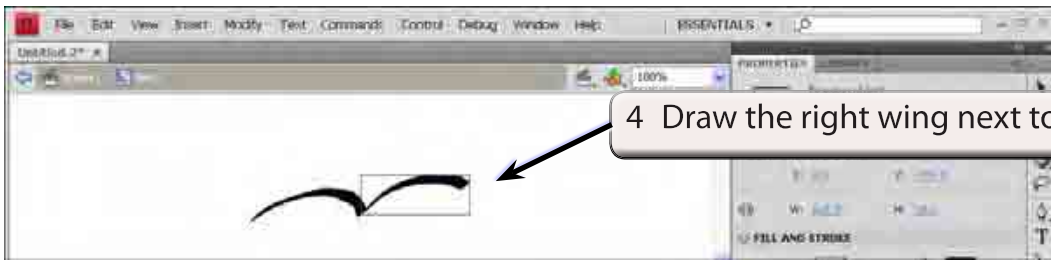


4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added above the STAGE to indicate that you are editing the symbol.

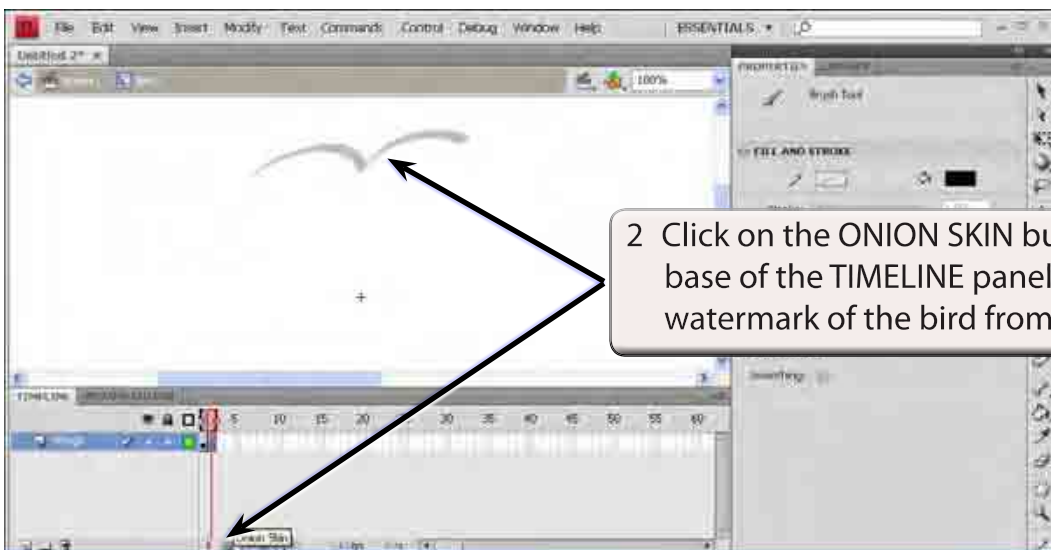
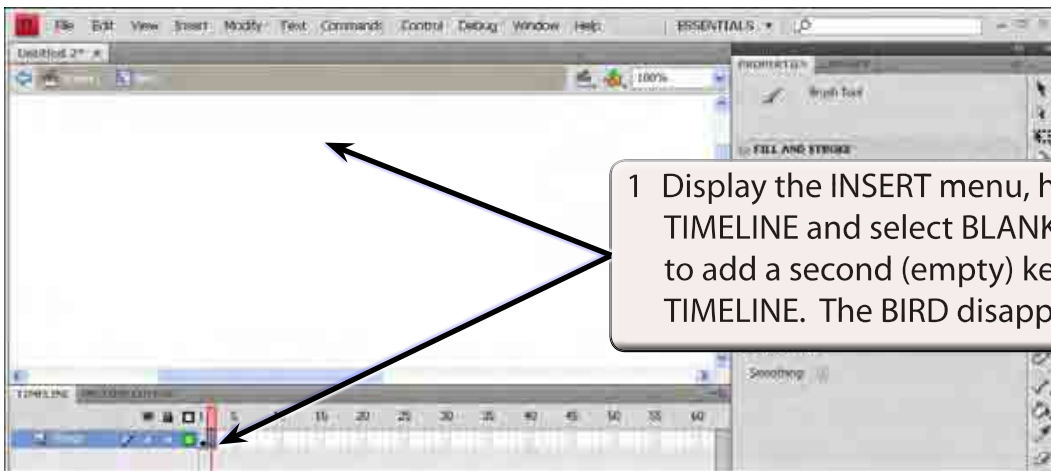
B Drawing the First Position of the Bird



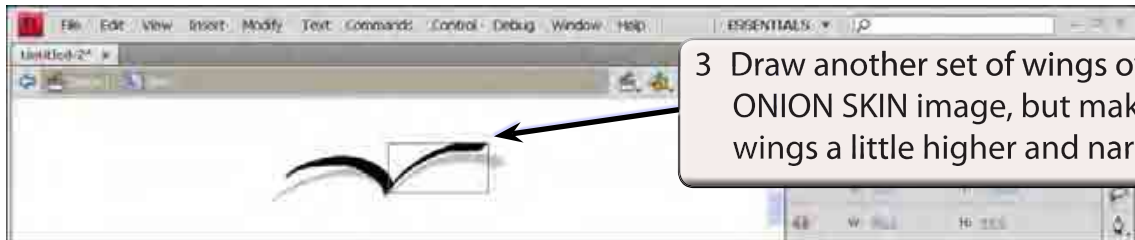
NOTE: It might take a few goes to get the wing looking right. Use **CTRL+Z** or **COMMAND+Z** to undo the wing until you produce the shape you want. The mouse needs to be rotated a little as you draw the wing.



C Drawing the Second Position of the Bird



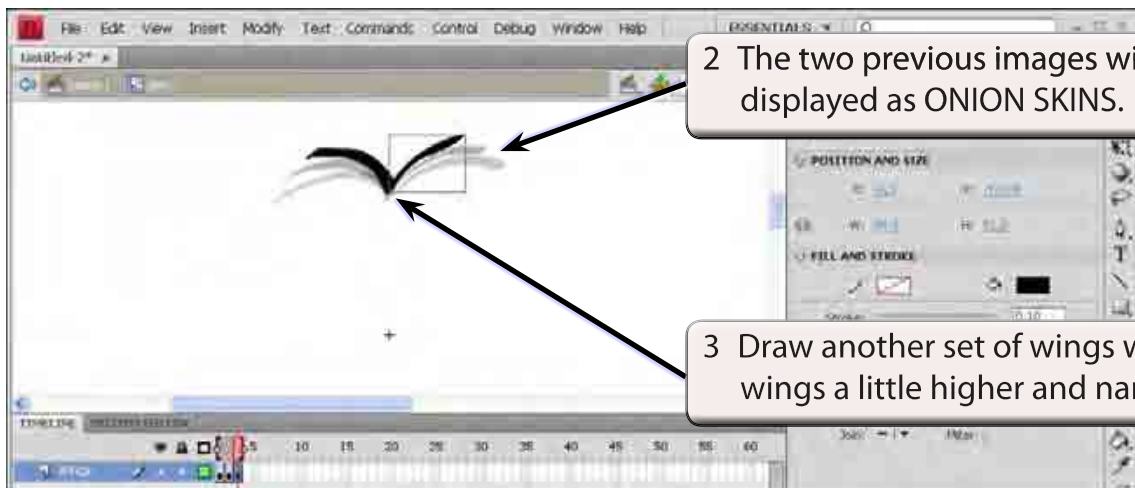
- NOTE:**
- i **The BLANK KEYFRAME will allow you to alter the shape of the bird.**
 - ii **The ONION SKIN image is just a watermark on the screen. It cannot be altered.**



3 Draw another set of wings over the ONION SKIN image, but make the wings a little higher and narrower.

D Setting the Third Position of the Bird

- 1 Use the INSERT menu - TIMELINE to insert another BLANK KEYFRAME.



2 The two previous images will be displayed as ONION SKINS.

3 Draw another set of wings with the wings a little higher and narrower.