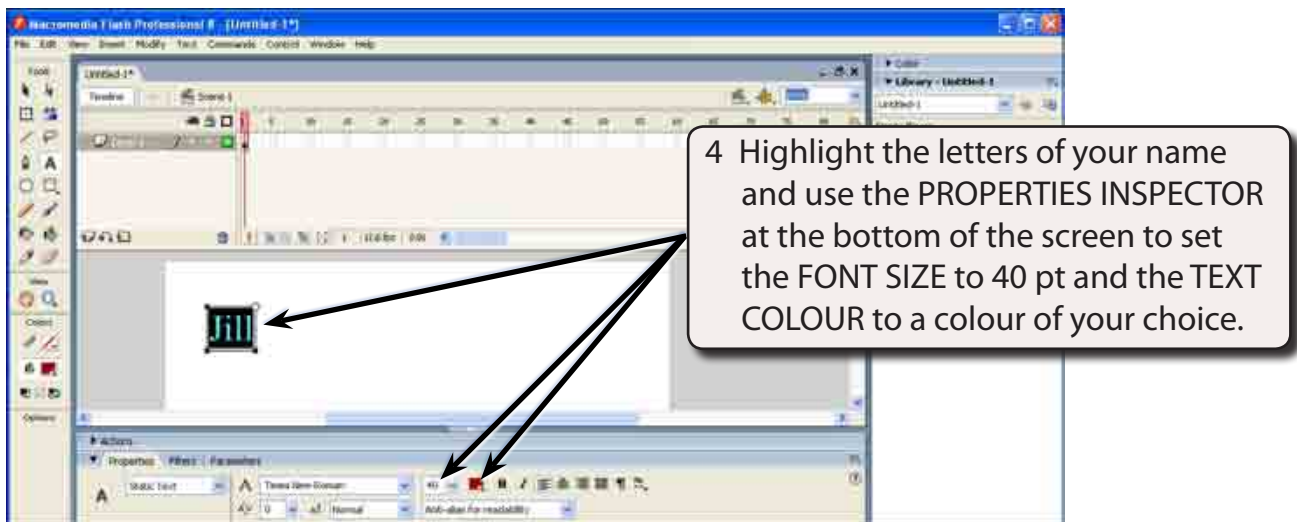
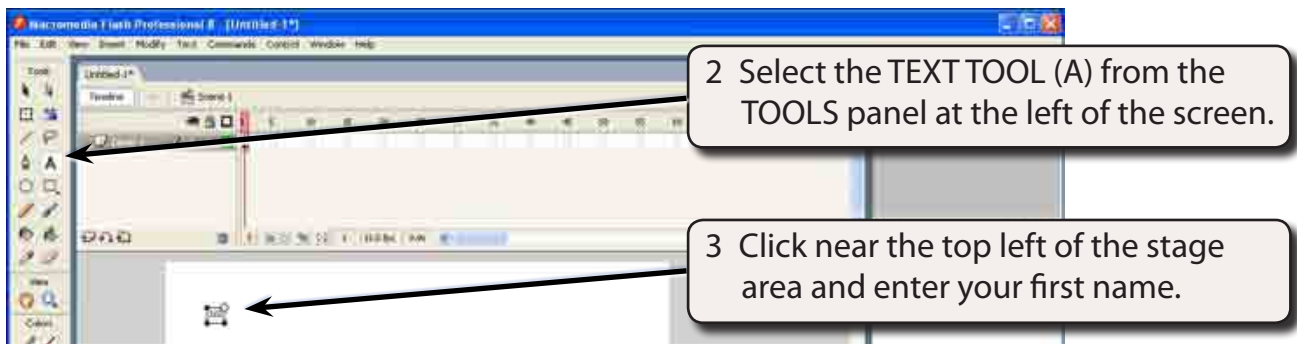


Creating Animations

Animations are created by setting start and end points, then setting a motion between the two points. The process is called Creating Tween Animations. In this Exercise you will make your name move across the screen.

Entering the Text

- 1 Load Flash, or close the current file, and start a NEW FLASH DOCUMENT



NOTE: The PROPERTIES INSPECTOR can be used to set other text formats such as font types, alignments, styles, etc.

Setting Frames and Keyframes

To animate an object, frames need to be inserted in the TIMELINE panel. 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 24 frames in the TIMELINE panel the animation will run for about 2 seconds. The speed of an animation can be adjusted, but the animation may not run at that speed on the internet.

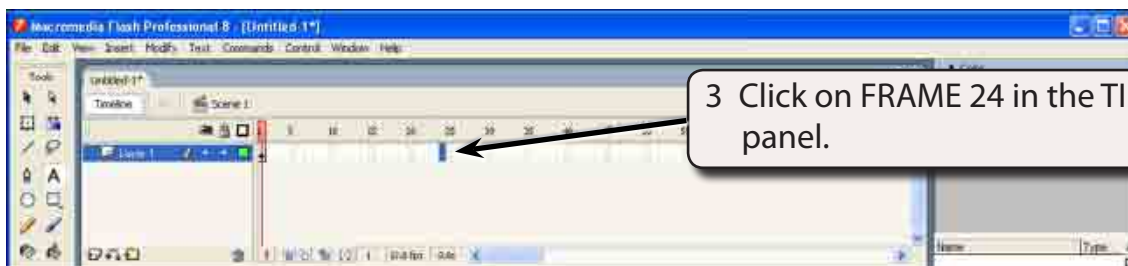
There are two types of frames in Flash, **Frames** and **Keyframes**. Frames are small segments of your animation. Keyframes are important frames where some change occurs. For example, an object changes direction.



1 At the moment there is a KEYFRAME at FRAME 1 represented by a dot. This is automatically inserted when you start a Flash document.

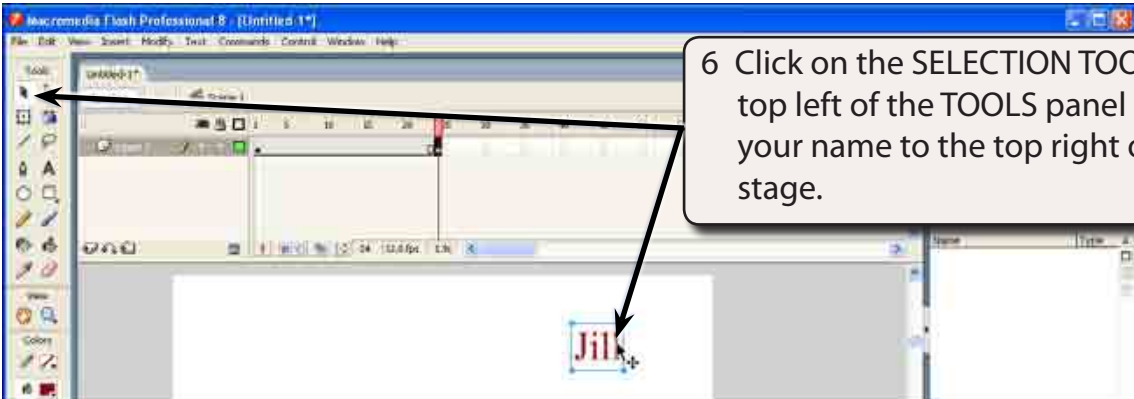
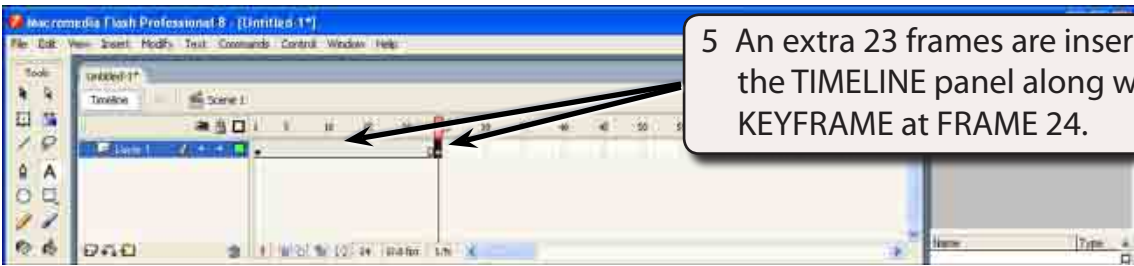
- 2 To create a MOTION TWEEN animation you must insert an end KEYFRAME so that the program has a start and finish point for the animation.

NOTE: TWEEN is a shortcut for BETWEEN. You animate objects BETWEEN two points.

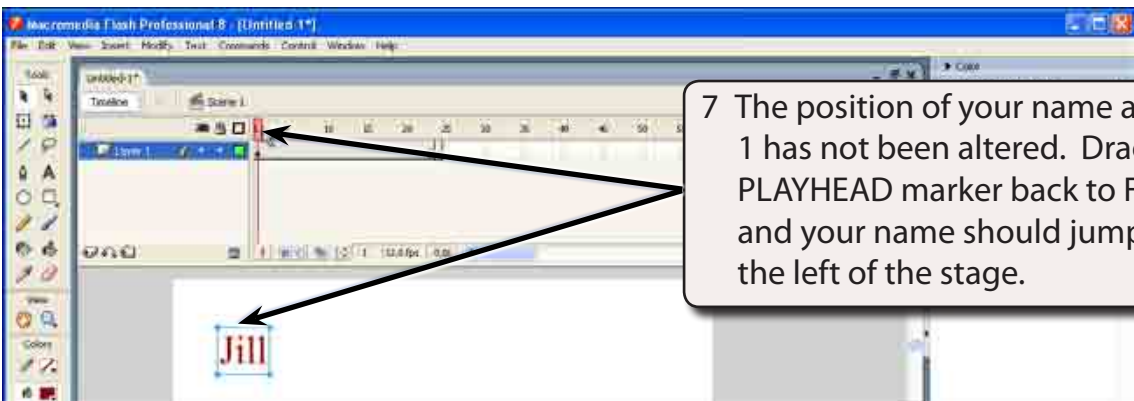


3 Click on FRAME 24 in the TIMELINE panel.

- 4 Display the INSERT menu, highlight TIMELINE and select KEYFRAME,

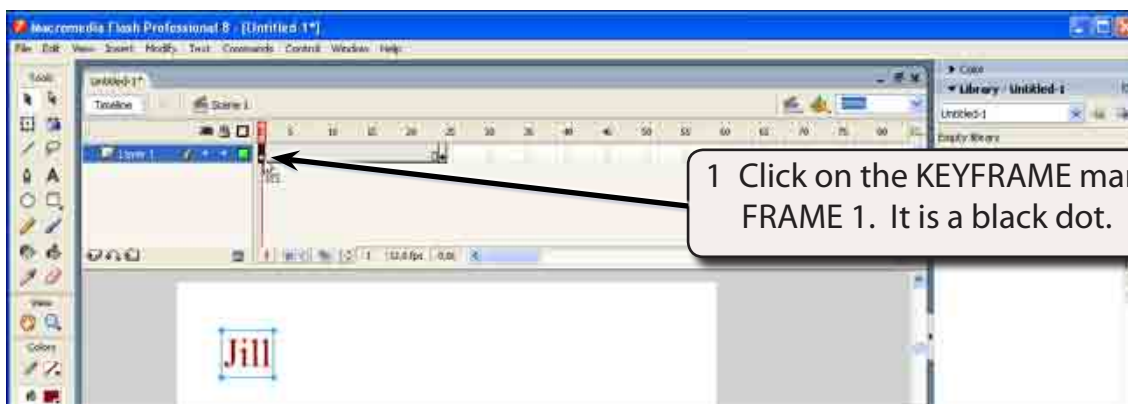


NOTE: This has set the position of your name at the KEYFRAME at FRAME 24.



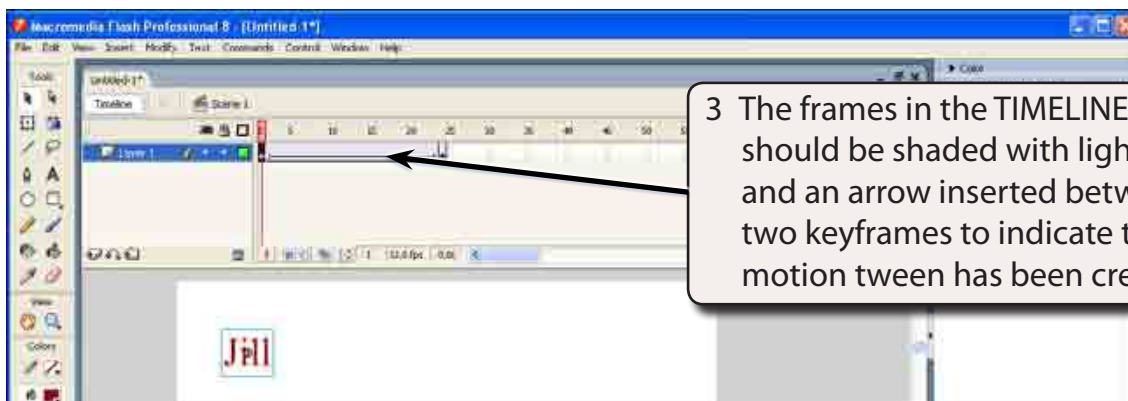
Creating the Tween Animation

In order for your name to progressively move across the screen the program must be told the type of animation that is required.



NOTE: You can tell when the pointer is over a keyframe marker by a small rectangle being added to the pointer.

- 2 Display the INSERT menu, highlight TIMELINE and select CREATE MOTION TWEEN



NOTE: You can also set the tween animation by setting the TWEEN box to MOTION in the PROPERTIES INSPECTOR at the bottom of the screen.