Creating Movie Clips

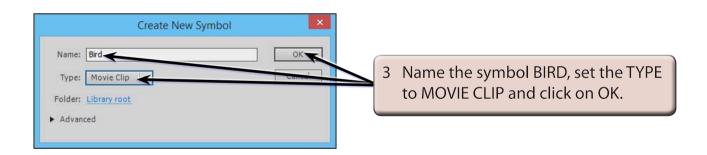
Movie clips are an important feature of Flash. You can create an animated movie clip as a symbol and use it many times within other animations without affecting the size of the file. Movie Clip Symbols are self-contained animations with their own independent timeline so they do not complicate the timeline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

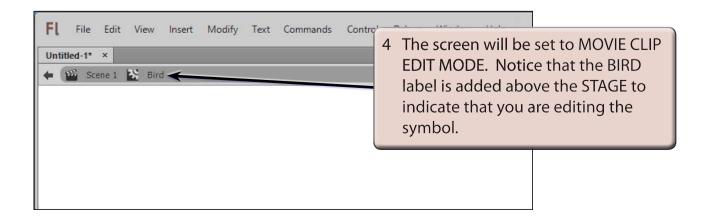
Creating a Movie Clip

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

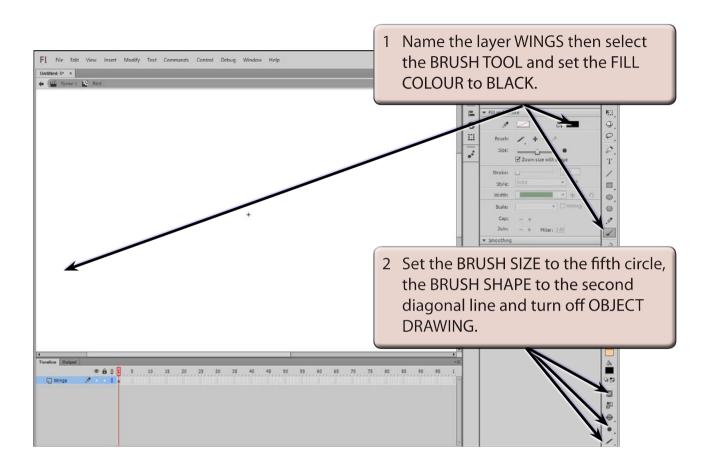
A Setting a Movie Clip Symbol

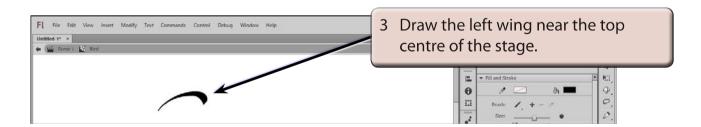
- 1 Load Flash or close the current files and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the INSERT menu and select NEW SYMBOL.



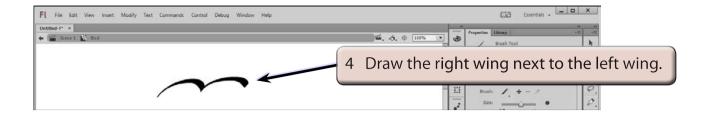


B Drawing the First Position of the Bird

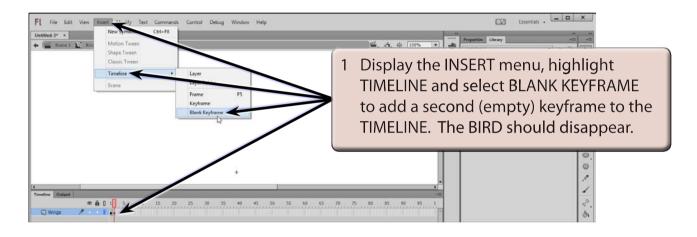


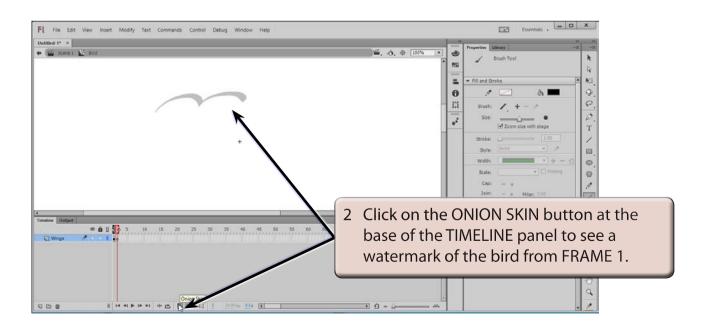


NOTE: It might take a few goes to get the wing looking right. Use CTRL+Z or COMMAND+Z to undo the wing until you produce the shape you want. The mouse needs to be rotated a little as you draw the wing.



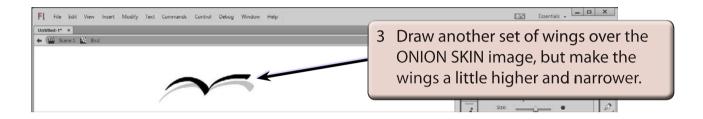
C Drawing the Second Position of the Bird





NOTE: i The BLANK KEYFRAME will allow you to alter the shape of the bird by drawing a new set of wings.

ii The ONION SKIN image is just a watermark on the screen. It cannot be altered at FRAME 2.



D Setting the Third Position of the Bird

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

