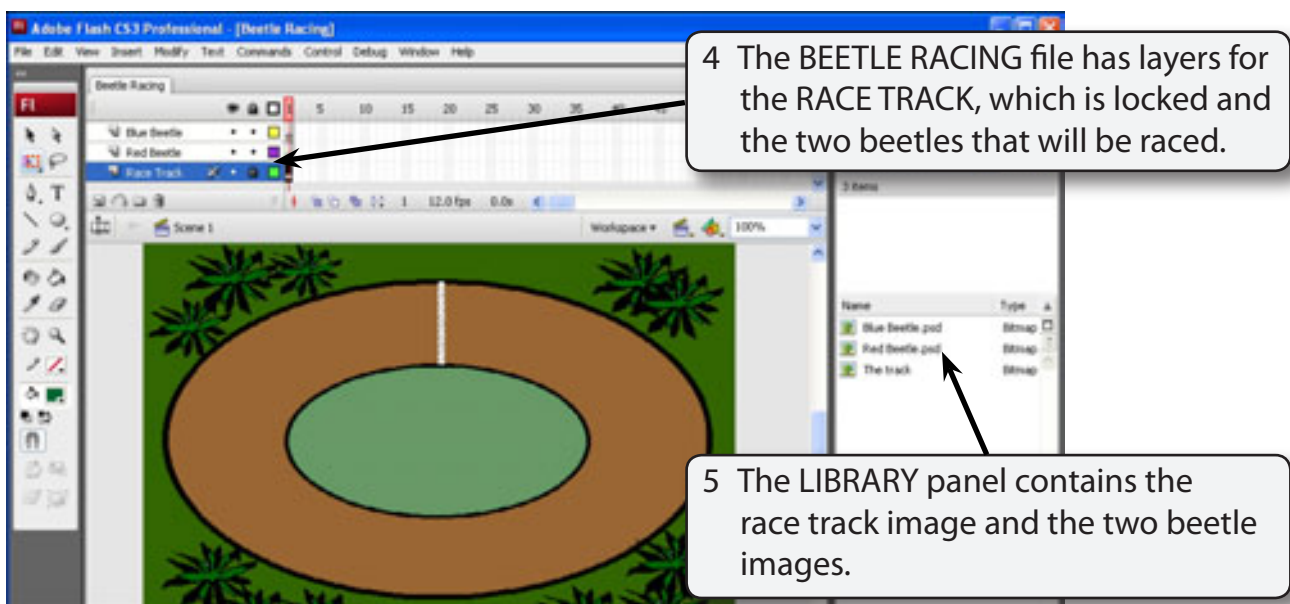# Motion Guide Animations

Animations that involve objects orbiting around a point can be done using fixed points, but better results can sometimes be achieved through the use of a circular motion guide. Motion guides allow you to set the path that an object takes in an animation. To illustrate this a beetle race animation will be created. The race track and the beetles have been prepared for you.

Loading the Prepared File

1 Load Flash and click on the OPEN button, or close the current file and click on the OPEN button.

2 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 8 folder and load the file:

Beetle Racing

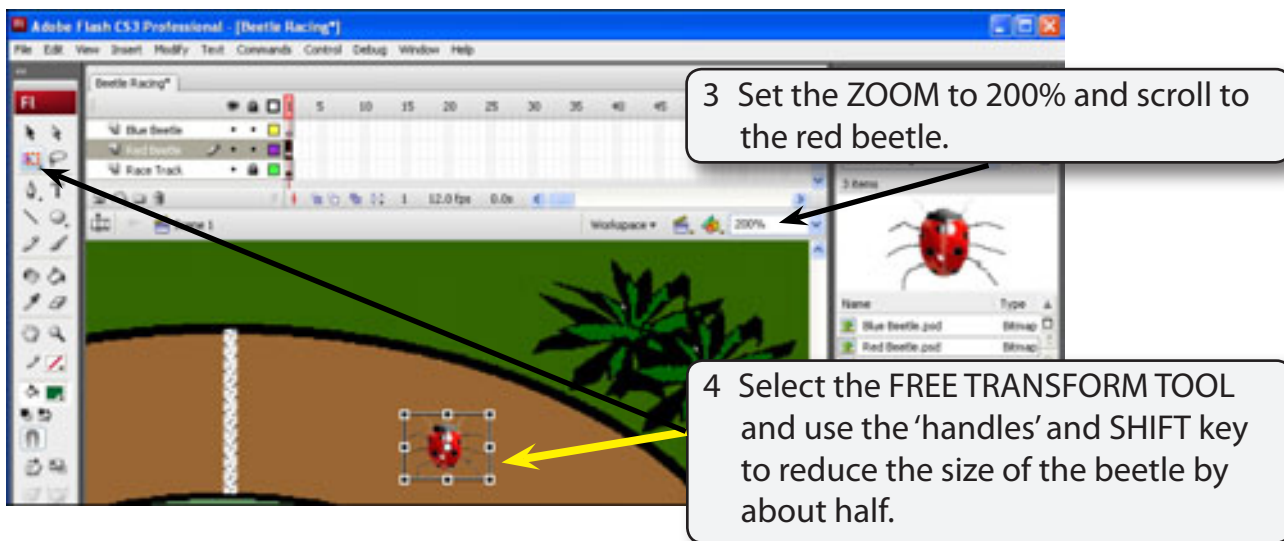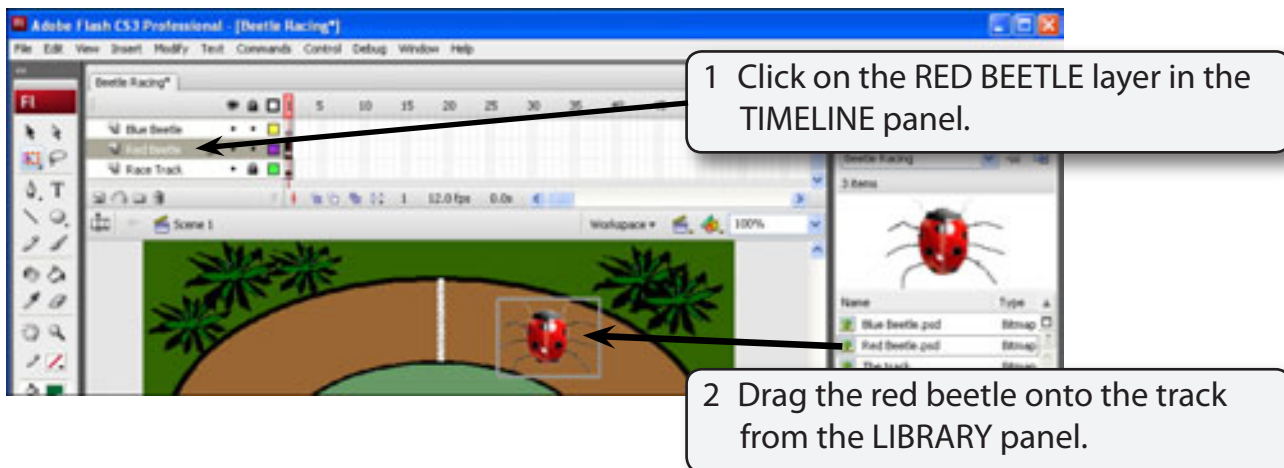3 If the LIBRARY panel is not open, press CTRL+L or +L to open it.

4 The BEETLE RACING file has layers for the RACE TRACK, which is locked and the two beetles that will be raced.

5 The LIBRARY panel contains the race track image and the two beetle images.

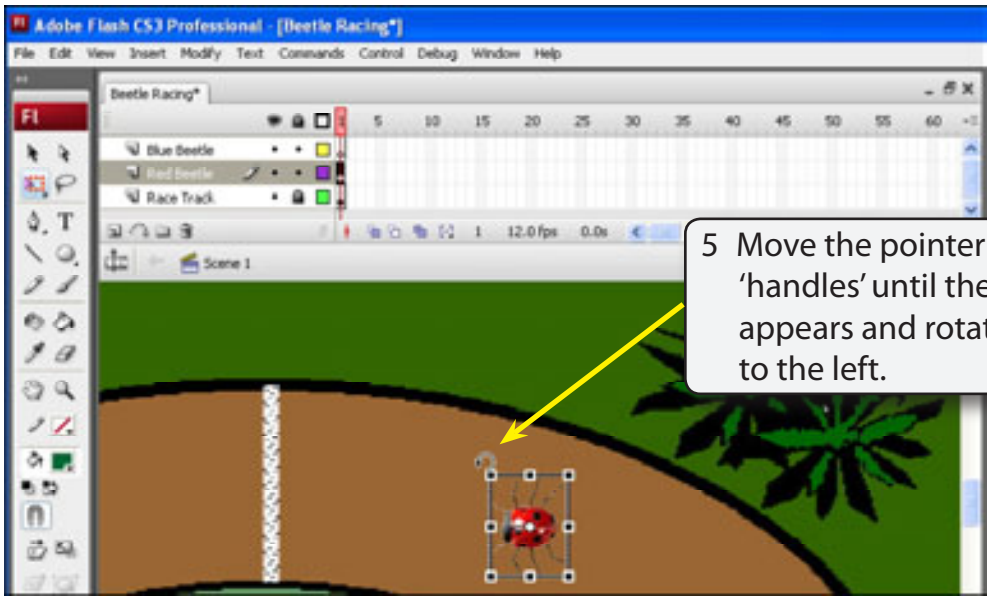6 Save the file in your STORAGE folder under the name:

Beetle Racing

Converting the Beetles to Symbols

The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to converted to symbols.

A   The Red Beetle

1 Click on the RED BEETLE layer in the TIMELINE panel.

2 Drag the red beetle onto the track from the LIBRARY panel.

3 Set the ZOOM to 200% and scroll to the red beetle.

4 Select the FREE TRANSFORM TOOL and use the 'handles' and SHIFT key to reduce the size of the beetle by about half.

NOTE: The SHIFT key keeps the proportions of the beetle in tact.
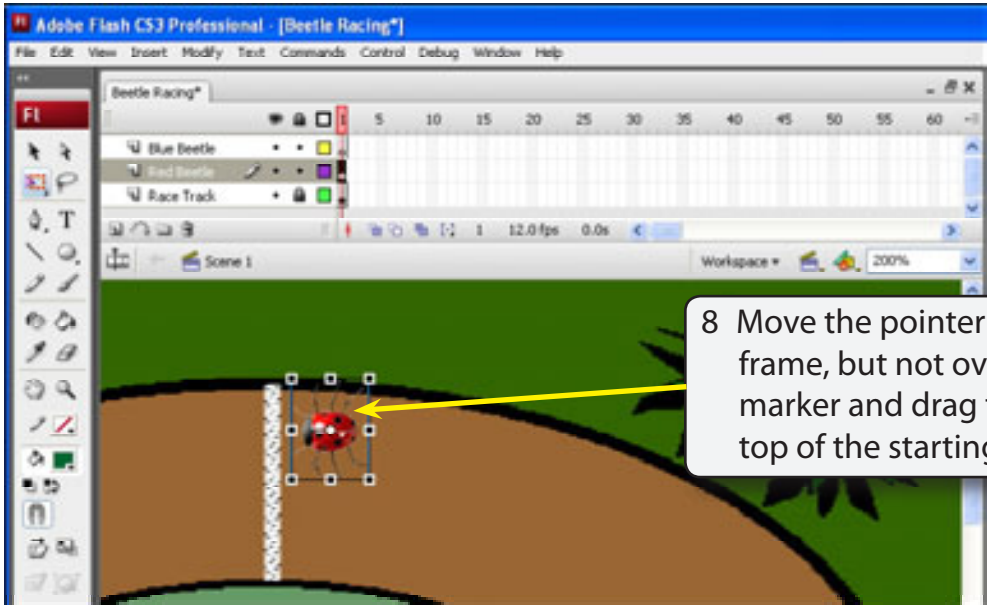
5 Move the pointer near one of the 'handles' until the rotation marker appears and rotate the beetle to face to the left.

6 Press the F8 key to convert the image to a symbol and set the NAME to RED BEETLE.
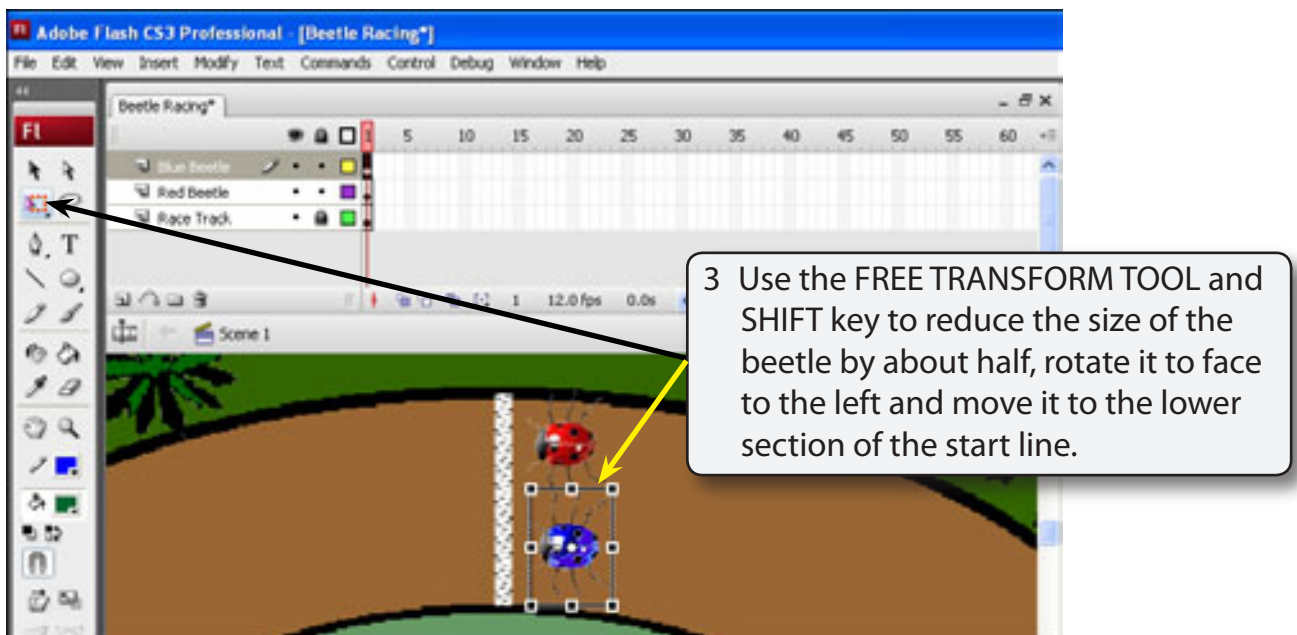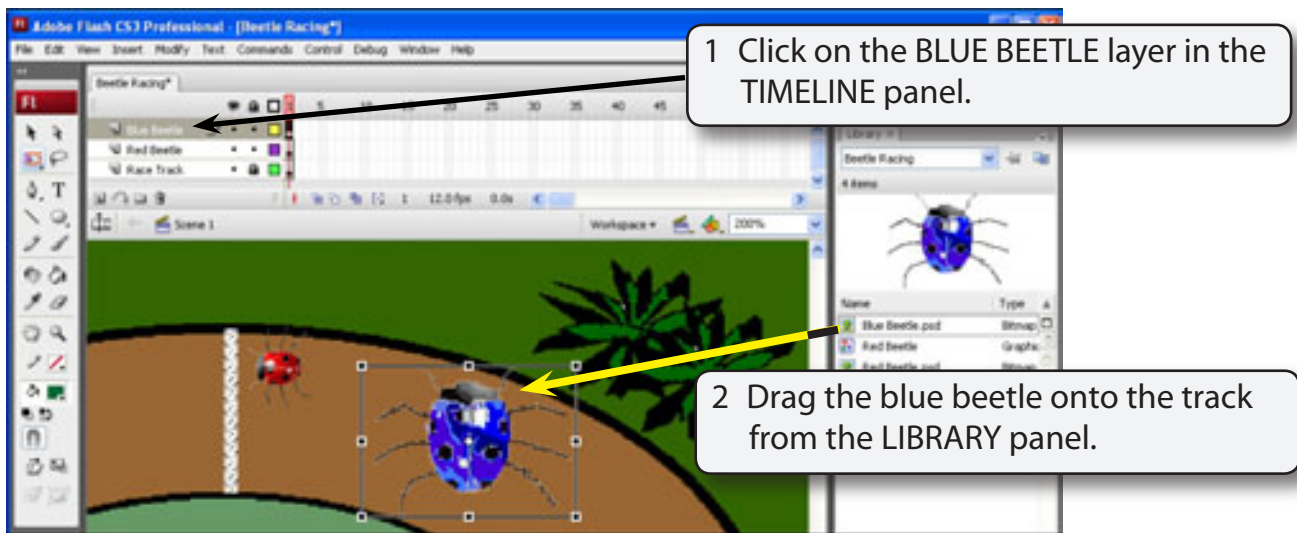
7 Set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and click on OK.

8 Move the pointer into the symbol frame, but not over the centre marker and drag the beetle to the top of the starting line.

NOTE: i   Be careful not to drag the centre registration marker of the symbol. If you do, press CTRL+Z or ⌘+Z to undo the move.

  ii   You have two red beetle items in the LIBRARY panel. The symbol is a copy of the bitmap image. If you delete the bitmap image the symbol will be an empty frame.

B   The Blue Beetle

1 Click on the BLUE BEETLE layer in the TIMELINE panel.

2 Drag the blue beetle onto the track from the LIBRARY panel.

3 Use the FREE TRANSFORM TOOL and SHIFT key to reduce the size of the beetle by about half, rotate it to face to the left and move it to the lower section of the start line.
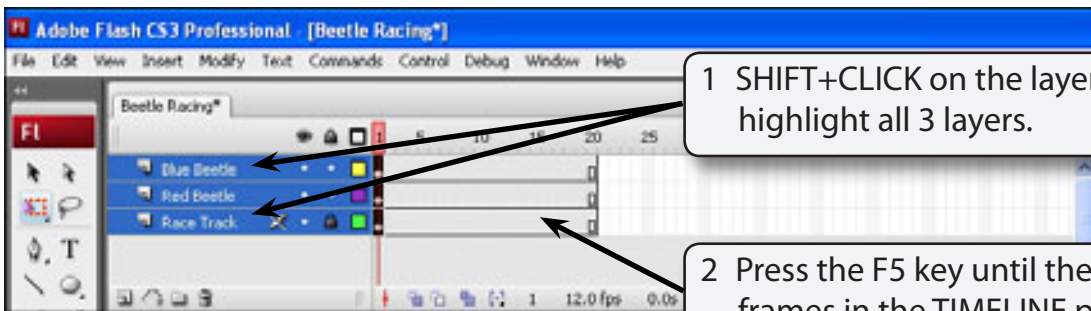
4   Press the F8 key to convert the image to a symbol and set the NAME to BLUE BEETLE.

5   Set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and click on OK.

Setting the Frames

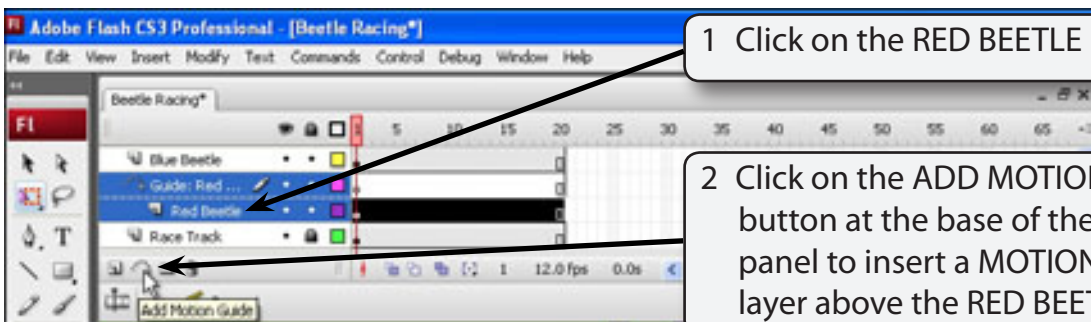We will add 20 frame to all the layers.

1   SHIFT+CLICK on the layer labels to highlight all 3 layers.

2   Press the F5 key until there are 20 frames in the TIMELINE panel.

Animating the Red Beetle
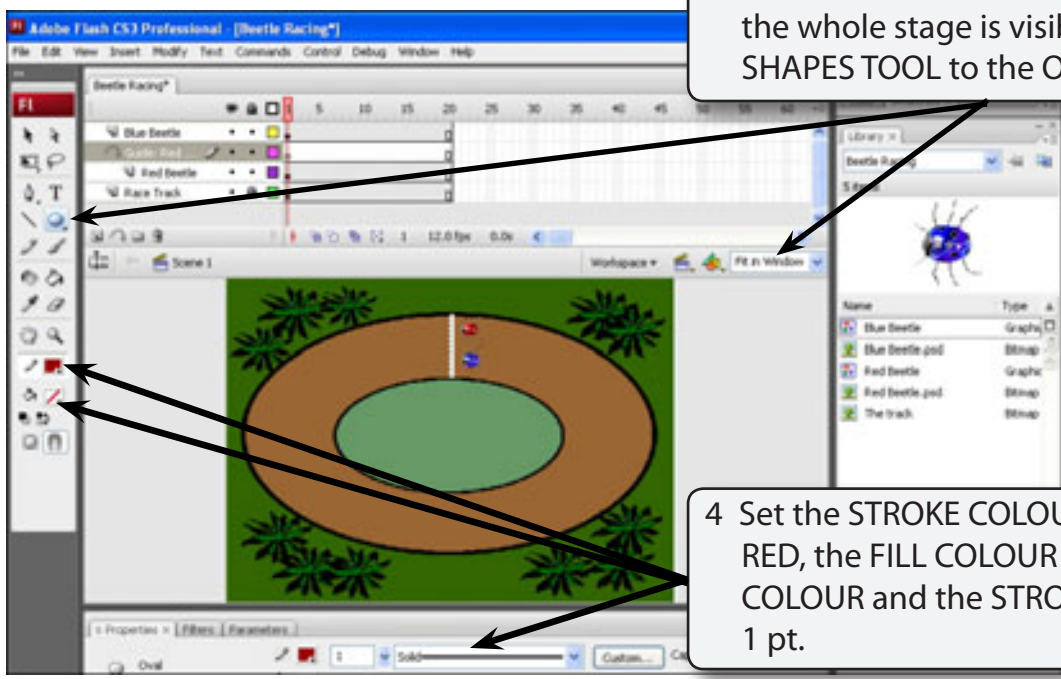
A   Setting the Motion Guide

Ovals will be drawn to set the path of the beetles and a hole cut in each oval so that the start and end points can be set.
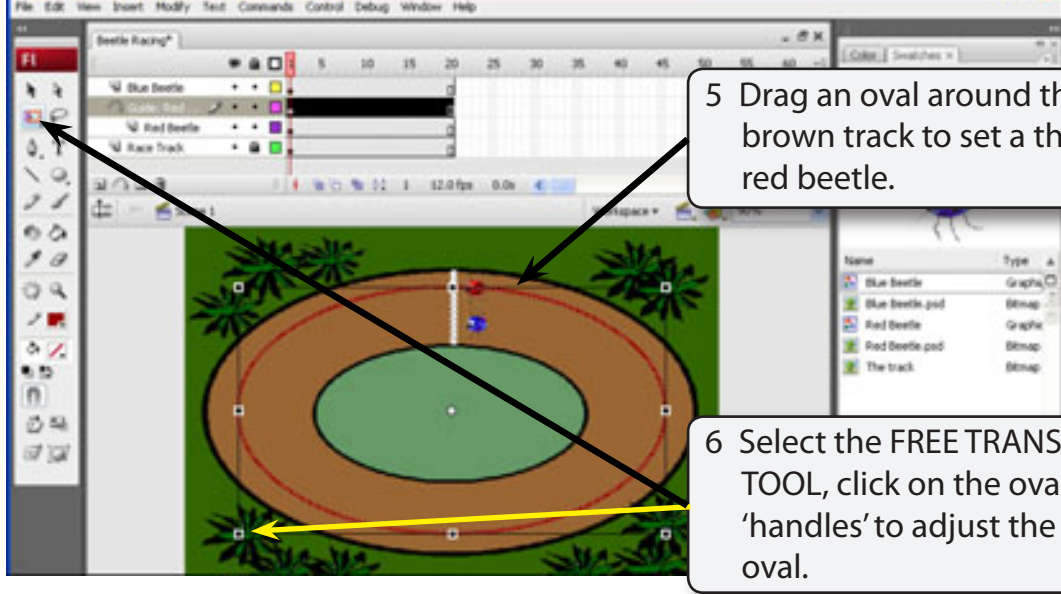

1   Click on the RED BEETLE layer.

2   Click on the ADD MOTION GUIDE button at the base of the TIMELINE panel to insert a MOTION GUIDE layer above the RED BEETLE layer.

NOTE: The motion guide layer is attached to the RED BEETLE layer which is indented to indicate this.

3 Set the ZOOM to FIT IN WINDOW so the whole stage is visible and set the SHAPES TOOL to the OVAL TOOL.

4 Set the STROKE COLOUR to DARK RED, the FILL COLOUR to NO COLOUR and the STROKE HEIGHT to 1 pt.

5 Drag an oval around the top of the brown track to set a the path for the red beetle.

6 Select the FREE TRANSFORM TOOL, click on the oval and use the 'handles' to adjust the size of the oval.

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