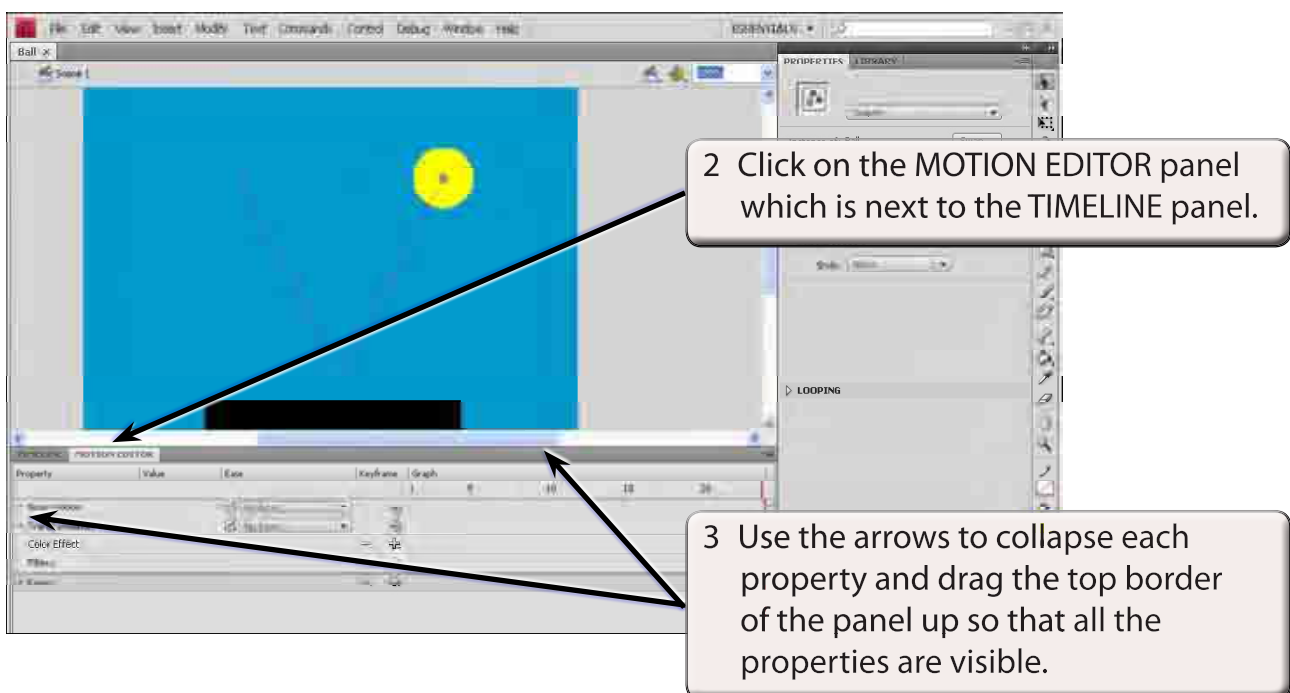# The Motion Editor Panel
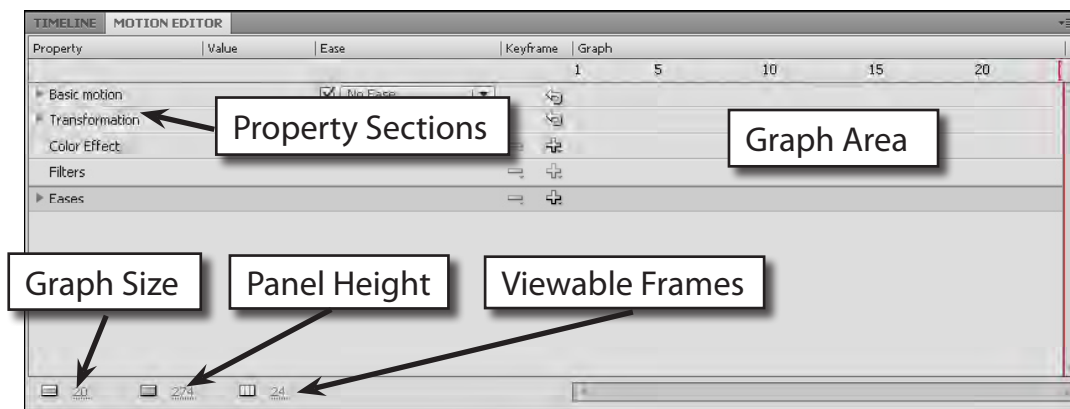
The MOTION EDITOR panel allows you to fine tune your animations.

Opening the Motion Editor Panel

1   Open the BALL animation from your STORAGE folder and select the BALL layer. If you don't have a working copy of the BALL animation, there is a copy in the CHAPTER 6 folder of the FLASHcs4 SUPPORT FILES.

2 Click on the MOTION EDITOR panel which is next to the TIMELINE panel.

3 Use the arrows to collapse each property and drag the top border of the panel up so that all the properties are visible.

4   The following diagram labels the sections of the MOTION EDITOR.

Property Sections

Graph Area

Graph Size

Panel Height

Viewable Frames

Adjusting the Easing

When a ball bounces it gathers speed as it falls and, once it bounces, it loses speed as it rises after the bounce. The animation can be adjusted to reflect this. The property that controls the speed of the motion is the EASE property. We will want the ball to ease IN as it falls and ease out after the bounce.

A Creating a Custom Ease

1 Expand the EASE panel in the MOTION EDITOR panel.

2 Click on the + symbol at its right and select CUSTOM.

3 Click on the 2-CUSTOM panel to expand it.

4 Use the PANEL HEIGHT slider to increase the panel height and use the VIEWABLE FRAMES slider to ensure that the 24 frames are shown in the GRAPH AREA.

5 Click on the green path line in the GRAPH AREA and handles will be displayed along the path.

6 Drag the left handle which is at about FRAME 8 down to the 0 line and drag it across to FRAME 12.

7 Drag the second handle up to the 100 line and drag it across to FRAME 12.