

# Text Effects

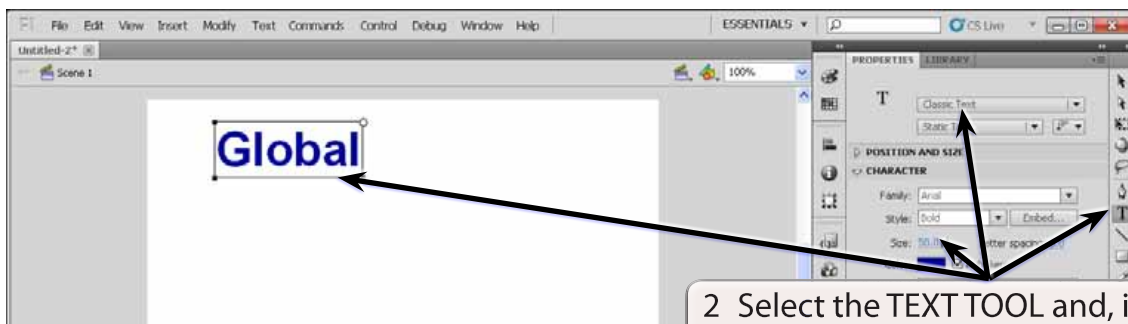
You can create a variety of different text effects using Flash. This ranges from simple text movement that you have done before to animating individual letters and distorting text into different shapes.

## Animating Letters

You can split the text in a text box up into its individual letters then animate each letter.

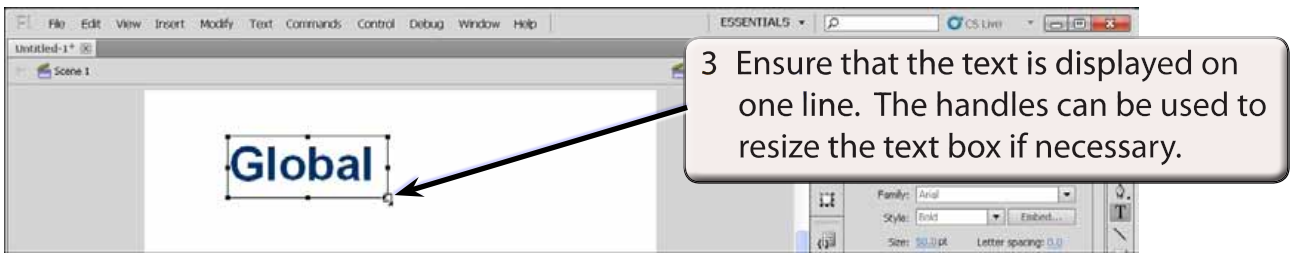
### A Breaking the Text Apart

- 1 Load Flash or close the current file and create a NEW FLASH FILE (ActionScript 3.0).

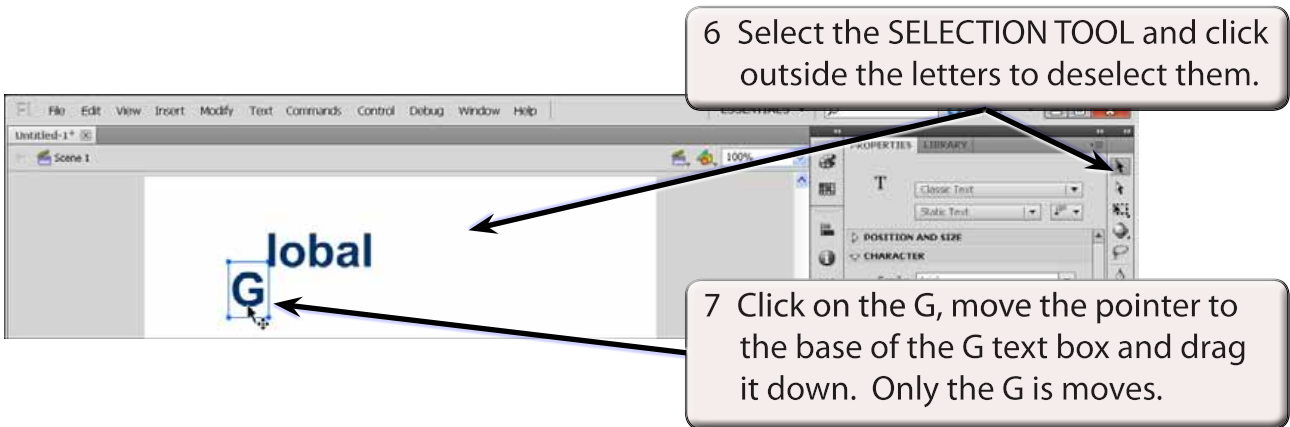
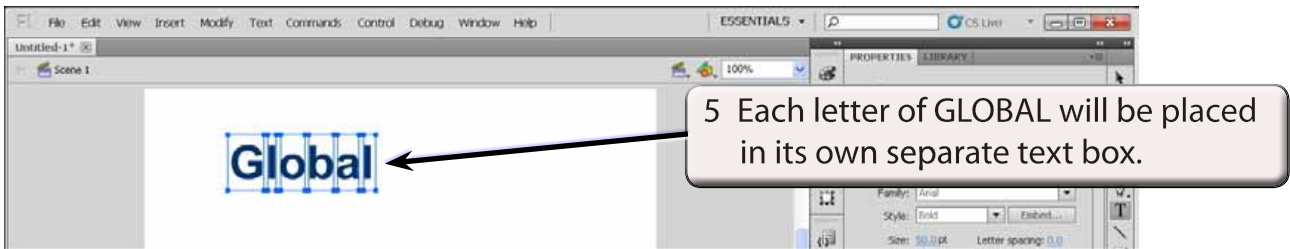


- 2 Select the TEXT TOOL and, in the PROPERTIES panel, set the TEXT ENGINE to CLASSIC TEXT, the SIZE to 50 pt then enter the word:  
Global Tours  
at the top left of the stage.

**NOTE:** The CLASSIC TEXT engine is used here because shortly you will be setting each letter into an individual layer. The CLASSIC TEXT engine names each layer with the letter being added to the layer. The TLF TEXT engine names each layer as LAYER 1, LAYER 2, etc. As we won't need to use any of the TLF TEXT formats here, it is easier to use the CLASSIC TEXT engine.

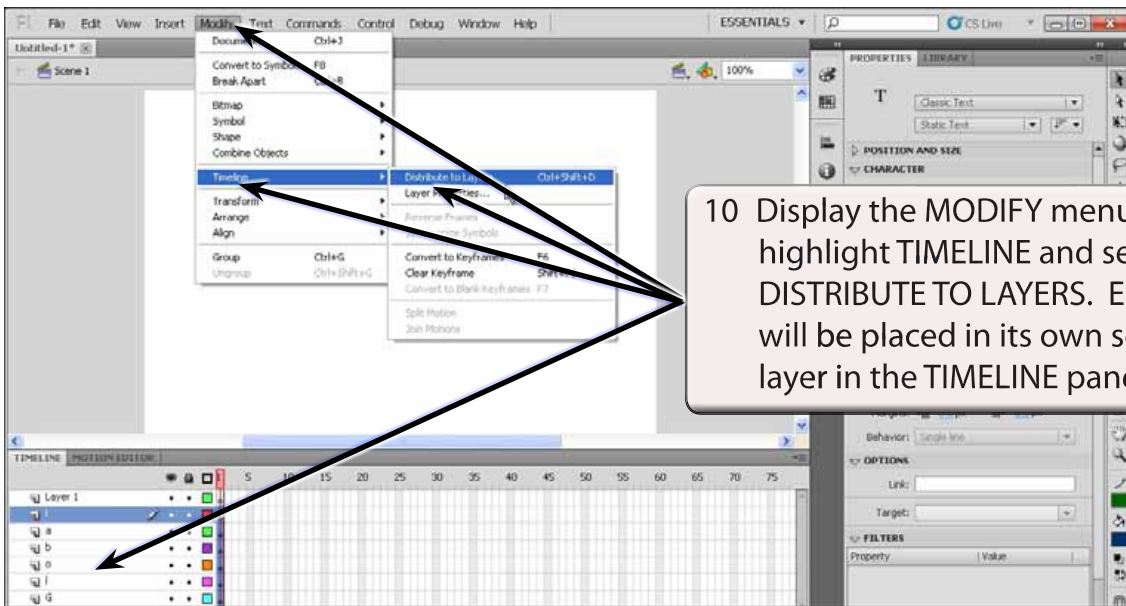


4 Display the MODIFY menu and select BREAK APART.



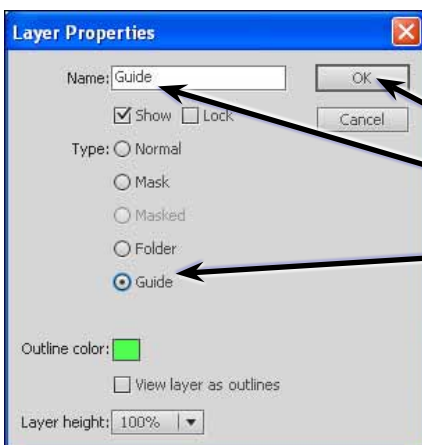
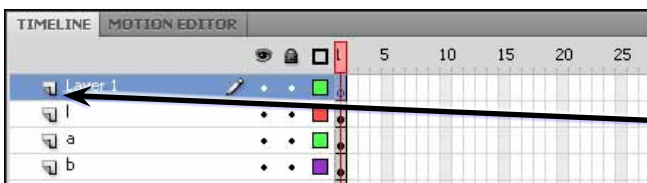
8 Press CTRL+Z or COMMAND+Z to undo the last move.

9 Press CTRL+A or COMMAND+A to select all the text boxes.



## B Converting to a Guide Layer

LAYER 1 is empty and it can be converted to a GUIDE LAYER so that guide lines can be added to the stage. Anything drawn in a GUIDE LAYER is not displayed in the movie, the content in it simply helps you position objects in an animation.



## C Adding frames to the Layers

Frames can be added to all the layers in one step.

- 1 Move the pointer over the top border of the TIMELINE panel until it changes to a vertical lines with arrows.

