

Animation with Flash

Techniques

- Motion Tween
- Classic Tween
- Shape Tween
- Frame-by-Frame
- Bone Tool

Layers

All animations should be on their own layer.
Traditionally, the background layer is static.

Extending Still Images

Insert keyframe (F6 or right click)
Alt-drag

(New w/CS4) Motion Tweening



Use this technique for **instances and text objects**.

Technique

1. Create a new layer. Either drag a symbol onto the stage or create your artwork and convert it to a symbol.
2. Right click on the keyframe and select Motion Tween.
3. Move the play head to where you want the change to occur and change to symbol/text.
4. You can adjust the speed simply by resizing the tween bar.

Things you can do with Motion Tween

- New position
- Modify the size, rotation, or skew.
- Modify the items color, brightness or transparency.

Guide Paths

1. The new motion tween automatically adds a guide path to your animation. You can bend this path/spline with the selection tool.
2. If you use the free transform tool you can transform the entire animation.

Classic Motion Tweening



Use this technique for **instances, groups, and text**.

Technique

5. Create starting and ending keyframes, then motion tweening option in the frames properties.
6. Create the first keyframe, then choose Insert/ Create Motion Tween. Then add a new keyframe and move the object to the new location on the stage. **This option automatically turns objects into symbols so they can be motion tweened!**
7. Later you can add additional key frames to fine tune your animation.

Things you can do with Motion Tween

- New position
- Modify the size, rotation, or skew.
- Modify the items color, brightness or transparency.

Shape Tweening



This is like morphing one shape into another. Keep it simple!

You cannot shape tween groups, symbols, text blocks, or bitmap images. Use the Modify/ Break Apart to apply shape tweening to these elements. See p. 199.

Things you can do with Shape Tween

- New position
 - Modify the color or shape
1. Insert a keyframe on a new layer. Then create the image.
 2. Create a second keyframe, change the first image or delete it and create a new one.
 3. Select the first keyframe, select shape tween from the frames panel.

Shape Hints

Modify/ Transform/ Add Shape Hint

Apply to both keyframes

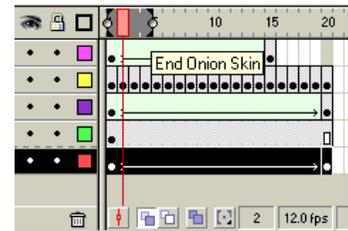
Add more to fine tune

Frame-By-Frame



This type of animation can affect any thing on the stage (for more complex animations). It is great for quick animations like dialog or fluid animation like natural movements of an organism.

1. Create a keyframe.
2. Create the image.
3. Create the next keyframe.
4. Alter the contents.
5. Repeat.



Onion Skinning

This is especially helpful for working with frame-by-frame animation. You can adjust how many frames it displays.

Bone Tool (CS4 and Actionscript 3.0 Only)

This is tool uses inverse kinematics. Which means that once you create the bone structure you can grab one end of an object and all the parts will move with it!

Things you can do with the Bone Tool

- Use inverse kinematics
 - Bind specific areas
1. Either start with a bunch of symbols on one layer or a simple fill shape.
 2. Switch to the bone tool and click and drag the bones/joints you want.
 3. Animate them