The Glowing Button

| In this project we are a | going to make a | a button that | glows who | en you hover | over it. Th | ıe |
|--------------------------|-----------------|---------------|-----------|--------------|-------------|----|
| button will consist of t | four symbols. | | | | | |

| circle |
|--|
| glow |
| glow movie - made from motion tweening the "glow" symbol |
| glow button – made from the circle and the glowing movie |

- 1. Save the project with your last name_glow. Change the background properties to black.
- 2. Create a circle with no stroke, modify the fill, use the properties to make it 100 by 100, copy and paste it.
- 3. Convert one of them it into a movie symbol and called it "circle"
- 4. Then convert it into a button symbol called "glow button"
- 5. Select the other circle, go to the modify menu and select "shape", "soften fill edges". Use a 30/30 setting.
- 6. Convert it into a movie symbol called "glow".
- 7. Then convert it into a movie symbol called "glow movie".
- 8. Now you are ready to make your glow movie pulse. Double click on either the symbol on the stage or the movie symbol in your library. Create motion tween on the first frame. Then insert two more key frames that are spread out.
- 9. To make it pulse we need to change the size of the first and last key frames. Since we softened the edges by 30 pixels, we will resize it back to 100 by 100 pixels. Make sure to do both symbols.
- 10. When you test it, you might get a pulse that is not centered. Simply align all three symbols to the center of the stage using the align menu or keyboard short cuts.
- 11. Now we are ready to add the glow to the button. It could look good in the up state, attracting attention or in the over state highlighting the fact that you are about to click on the button.
- 12. Open the glow button by double clicking it on the stage or in the library.
- 13. First we need to hold the circle symbol on during all the stages and want to make the hit area the same size so just insert a frame in the hit area. Don't forget to label the layer.
- 14. Next insert another layer for the glow movie to go onto. Then drag the movie onto the stage. Don't worry about getting it right in the middle because we will use the alignment keyboard shortcuts to get it aligned (Ctrl + Alt + 2 and Ctrl + Alt + 5).
- 15. Test it.
- 16. I don't like the glow on top of the button or in the up state so let's fix that. First drag your glow layer under the circle layer. Next, clear the keyframe in the up state.
- 17. Now test it and you should have a great looking button.
- 18. Let's go back to the stage a clean things up. If the glow movie symbol is still there, delete it. Label the button layer and add some text over the button.
- 19. Do a final test prior to saving and turning in your project to the drop box.