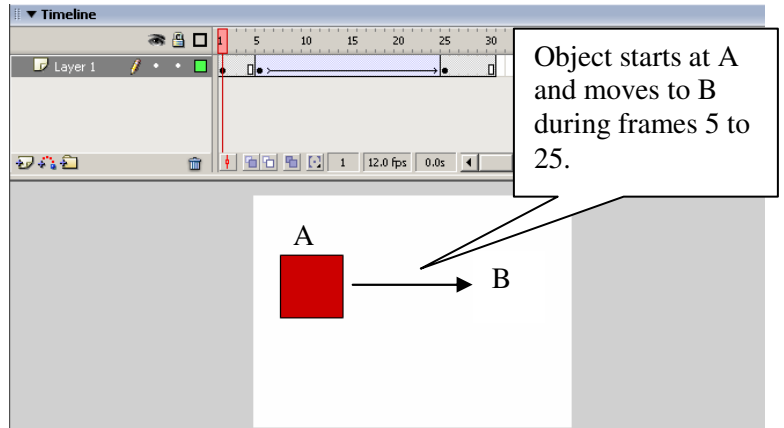


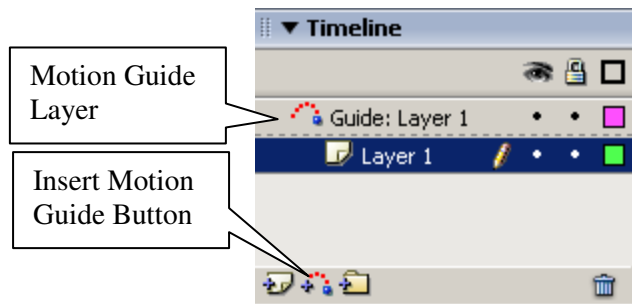
Flash MX 2004 - Notes Three

Motion Guide (Object Move Along Drawn Path) – Creates smooth path

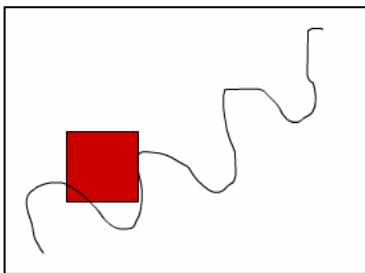
- Insert and rename a new layer
- Create an object and convert to a graphic symbol
- Create a motion tween that moves an object from point A to point B



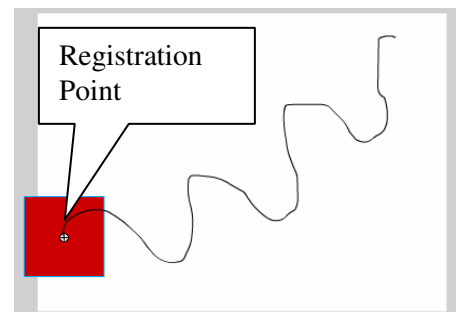
- Insert a guide layer (This layer will not show up once the movie is published) by clicking on the motion guide icon OR choosing Insert > Motion Guide



- On the motion guide layer, draw a smooth path with the pencil tool



- Select the START keyframe in layer with object (not the guide layer); move the registration point of the object to the start of path
- Click one time on the last keyframe and move registration point of the object to the end of the path



Optional: Turn on path – Click one time on the motion tween and “check” Orient to Path on the Property Inspector

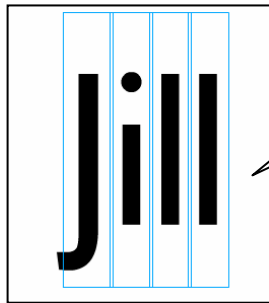
Optional: Easing – Click one time on the motion tween and adjust the EASE on the Property Inspector.

EASING -
Negative Number = Animation starts slowly and then speeds up.
Positive Number = Animation starts fast and then slows down.

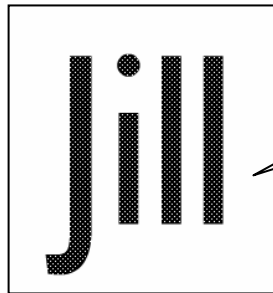
Orient to Path

Break Apart a Symbol or Object

- Click one time on object to break
- Select Modify > Break Apart



Broken apart 1 time.



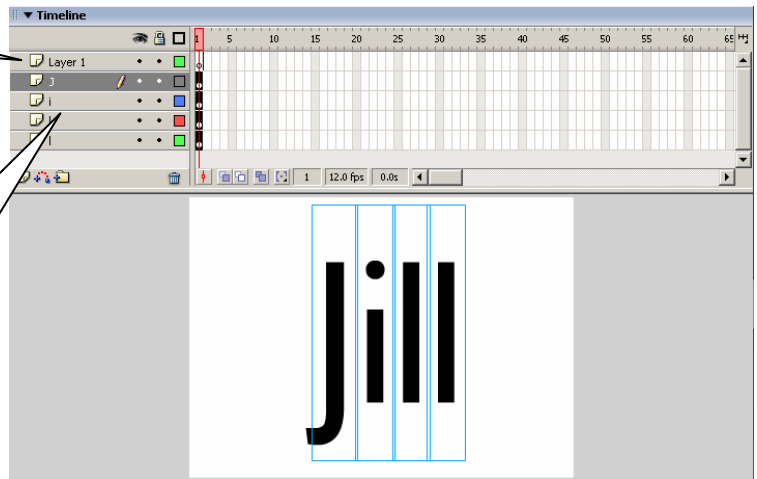
Broken apart 2 times (white dots on letters).

Move Multiple Objects to Individual Layers

- Click one time on the layer with objects to be distributed
- Select Modify > Timeline > Distribute to Layers
- Delete the original layer

Original Layer

Each object/letter is placed on its own layer.



Test Movie

- Control > Test movie OR Control + Enter
- Click 1 time on “x” to close out of the preview and return to the Standard View



Timeline Icons

PENCIL – layer currently being edited

Red “X” – layer is hidden

Lock – layer is locked and cannot be edited

Outline – layer displays only the outline of objects.

Move a Layer

- Drag layer up or down with mouse to the desired position

Top Layer = object is the furthest forward or top layer

Bottom Layer = object is the furthest back or bottom

Shape Tween Animation (Morphing)

▪ Shape to Shape

- Insert and rename a new layer
- Create and format a shape (do NOT convert the shape to a symbol)
- If necessary, insert a keyframe where morph is to START
- Insert a keyframe where morph is to STOP
- With the STOP keyframe still selected, Hit the Delete Key. The shape and keyframe will disappear.
- Draw a new shape. The keyframe should reappear.
- On the appropriate layer, click one time (not a right click) in between the two keyframes on the timeline and choose SHAPE

Shape Tween Animation is used to animate a change in shape or text over time. You cannot use shape tweening to animate bitmap graphics or symbols.

Tween from the Property Inspector

Shape Tween

Shape tween animation starts at frame 5

The object morphs from one shape to another during frames 5 to 25

Shape tween animation stops at frame 25

Shape tween animation in the timeline is green.

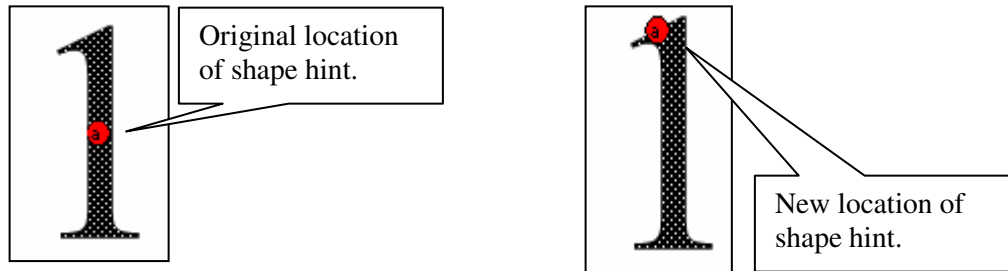
Shape Tween Animation (Morphing)

Text to Text

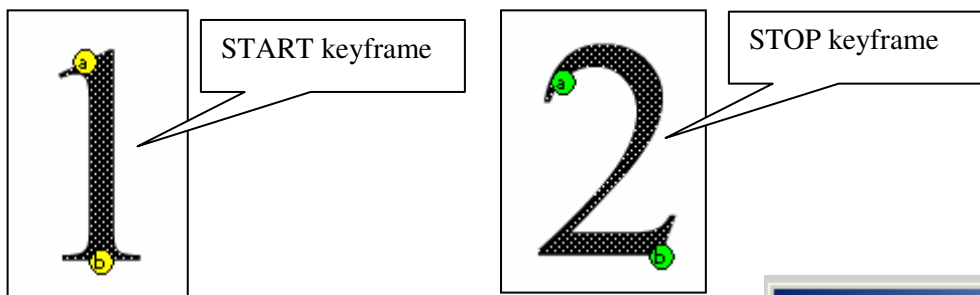
- Insert and rename a new layer
- Create and format the text (do NOT convert the shape to a symbol)
- If necessary, insert a keyframe where morph is to START
- Select Modify > Break Apart or CTRL+B (this breaks the text into individual letters)
- Select Modify > Break Apart again (this breaks the individual letters into pieces)
- Insert a keyframe where morph is to STOP
- With the STOP keyframe still selected, Hit the Delete Key. The text and keyframe will disappear.
- Type the new text. The keyframe should reappear.
- Select Modify > Break Apart (2 times)
- On the appropriate layer, click one time in between the two keyframes on the timeline and choose Shape Tween from the Property Inspector (Shape tween animation in the timeline should be green)

Using Shape Hints (used to control the shape tween)

- Use the shape tweening instructions to create the shape tween animation.
- To add Shape Hints, click one time on the START keyframe to select it.
- Select Modify > Shape > Add Shape Hint
- Flash places a red "a" on the center of your object. Drag the shape hint to the desire location.



- Repeat the process of adding shape hints for additional control.
- Click one time on the STOP keyframe.
- Use your mouse to drag the shape hints to the corresponding spots.



Displaying the Scene Panel

- Window > Design Panels > Scene (Shift+F2)

Rename a Scene

- Display the Scene Panel
- Double click the scene name to change the name and press Enter

