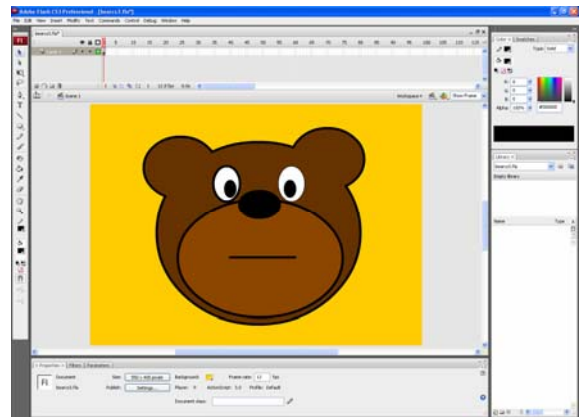




MAKE A TRADITIONAL ANIMATION

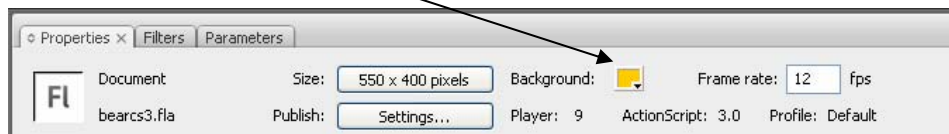
In this tutorial, you will learn how to use traditional techniques to create an animation sequence in Flash CS3.

The difference between traditional animation and computer animation is that the traditional technique involves you creating every frame of the animation sequence. In computer animation, the computer can create many of the frames for you. We will look at this concept further in future tutorials in the Flash Classroom.



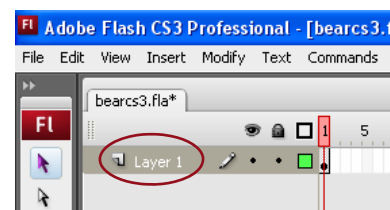
Let's get started.

1. To begin, draw a character of your choice in the stage. My example above shows a bear that I have created using a number of oval shapes.
2. Give the stage a background colour by clicking on a blank part of the stage and changing the Background option in the Properties panel.



To create our animation, we are going to use the timeline and create a series of keyframes where the bear's face changes slightly. My bear has a blank expression with his straight mouth. We are going to make him smile. You could also change other parts of your character such as the eyes or nose.

3. If you look at the Timeline at the right, it will look like yours. It has one layer named Layer 1 and one keyframe. The keyframe is in Frame 1 of the timeline. You can tell a keyframe from a normal frame because it contains a dot.



A keyframe containing content has a solid black dot, whereas an empty keyframe has a hollow dot.

We will now name the layer after our animal or image. I am going to call my layer Bear. To change the layer name, double click on the words Layer 1. You can now edit the text.

IT'S TIME TO ANIMATE!

4. Click on Frame 2 of the timeline. The frame will turn blue to show you have it selected. Select **Insert > Timeline > Keyframe** from the menu. This will put a new keyframe in Frame 2. The shortcut for adding a keyframe is **F6**.

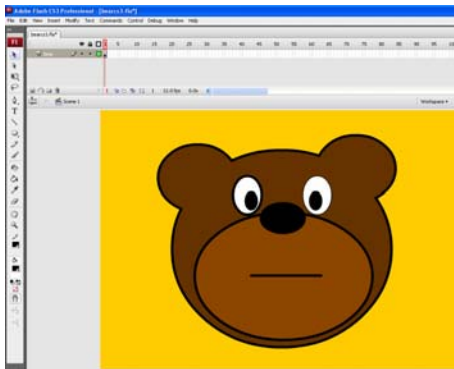




FLASH CLASSROOM TUTORIAL - MAKE A TRADITIONAL ANIMATION IN FLASH CS3

- Click on Frame 1 and you will see that in it there is the picture of your animal. Click on Frame 2 and you will see the same picture.
- To create the animation, we simply need to change the image in Frame 2. You can adjust your animal's mouth or face by selecting the black arrow tool and moving it close to the mouth or other facial feature. It will change and you will be able to alter the mouth or feature's shape.

I have changed the bear's mouth in Frame 2 to make him smile.



FRAME 1



FRAME 2

- You can check out your short animation by selecting **Control > Test Movie**. Your image will change quickly as the animation moves through the two frames.
- You can make your animation even longer by adding more keyframes and changing your character's expression in each frame.
- Save** your animation by selecting **File > Save**. This will create the .fla file that you can open in Flash if you want to edit your animation.
- To share your Flash file with others, you need to **Publish** your work. To do this, go to **File > Publish Settings** and tick the checkboxes against the different file formats you would like your animation to be made in.

This image shows the different file formats that your animation can be saved as. As you can see, Flash can instantly convert your animation into a webpage (.html), windows application (.exe), macintosh projector file (.hqx) or even a Quicktime movie (.mov). For more information about File Formats in Flash, review the Flash Classrooms File Formats tutorial.

Conclusion

You should now be able to use Flash to create simple animation sequences using the traditional technique. The next tutorials cover the different animation techniques in Flash that can be used to get Flash to do the hard work for you.

