

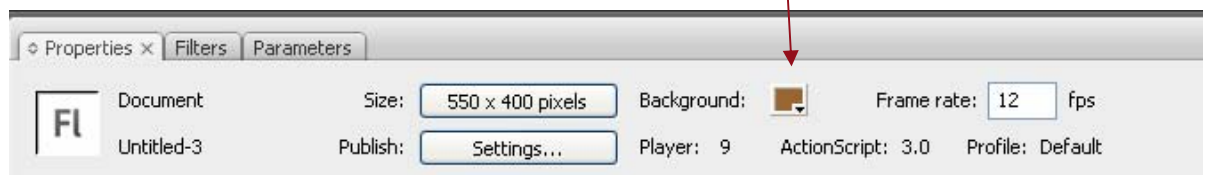


# USING MOTION GUIDES IN FLASH CS3 - THE ANTS NEST TUTORIAL

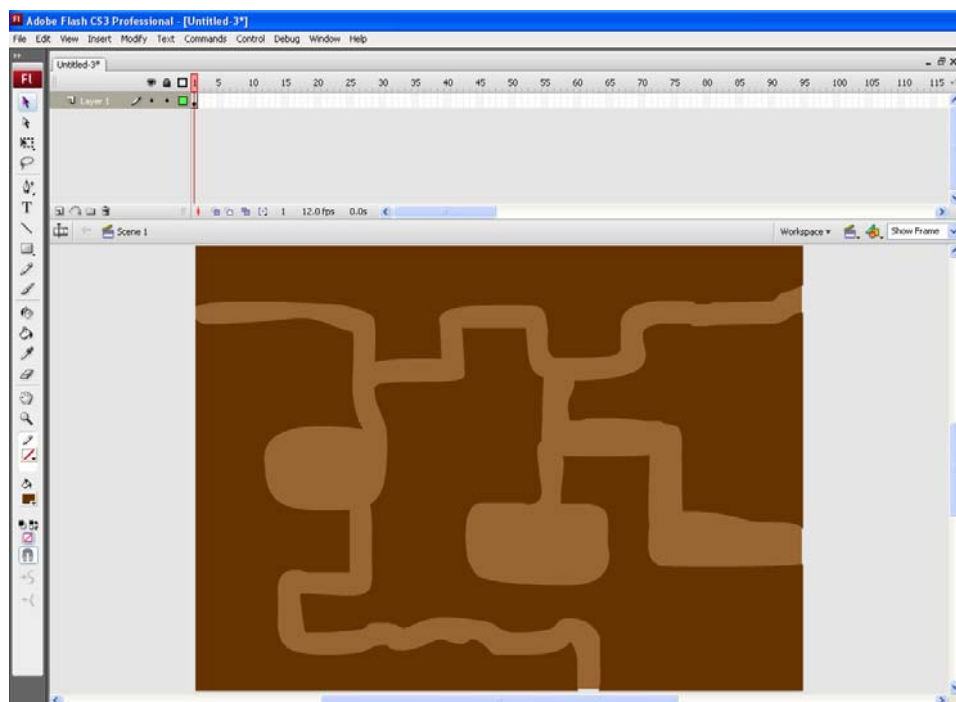
A motion guide is a line you have drawn with the pencil tool on a guide layer. You can attach your object or character to the line to make it follow that path. This can save time, particularly when doing an animation sequence that involves substantial movement.

In this tutorial, you will learn how to create a motion guide by designing your own ant's nest. You will create the different tunnels and then make a guide to show your ant where to move within the nest.

1. Start by selecting a light brown colour for the background in the properties section.




2. Rename Layer 1 with the name Background by double-clicking on the text Layer 1 and typing in **Background**.
3. Using your rectangle tool, draw a large dark brown rectangle over the whole stage area. To make the tunnels in your nest, set your eraser to the largest size in the tool modifiers and rub out parts of the rectangle. This will create a tunnel-like look similar to the image below.

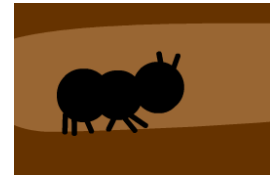




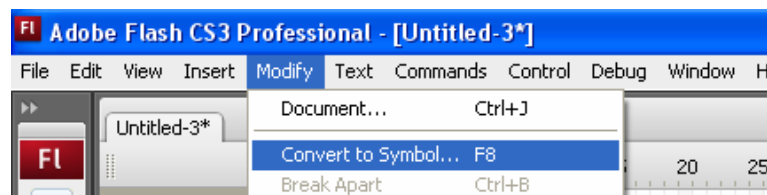
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4. Make a new layer on the timeline using the add layer button (  ) or by selecting **Insert > Timeline > Layer**. Name the new layer ant.

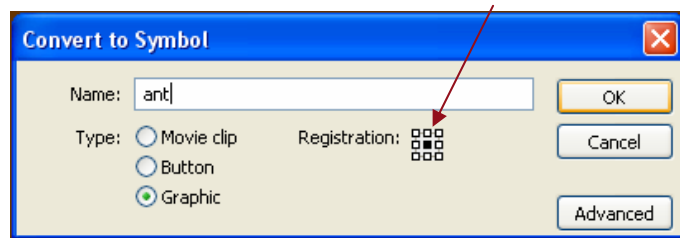
5. On the ant layer draw an ant. You can do this simply by drawing three overlapping circles and adding small lines to make antennae and legs.



6. Select the ant and make it into a symbol in the library by choosing **Modify > Convert to Symbol**.



7. Name the symbol **ant** and select the **graphic** option from the type options. Select the centre square in the **Registration** option.



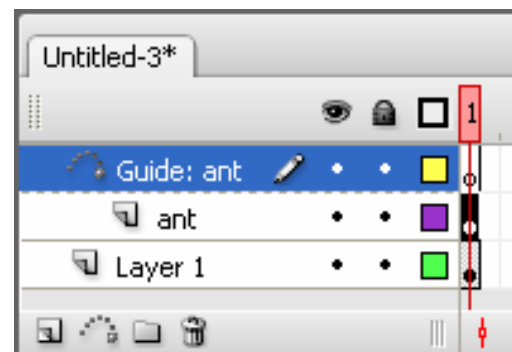
8. Your ant is now ready to be given a guide. To create a guide layer, select the ant layer on your timeline and then click on the following symbol to add the guide layer.



← *This button will add a guide layer to the layer you have selected on the timeline.*

9. Your timeline should look like this.

**Note:** Your guide will only work if the guide layer is directly above the layer containing the object using the guide. For example, if you dragged the ant layer below the background layer, the guide would not work.

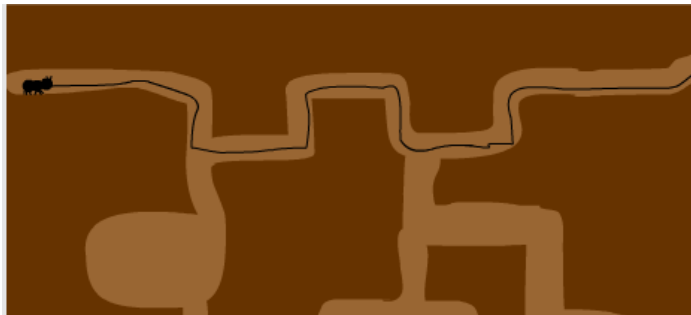




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- Click on the first keyframe of the Guide: ant layer and ensure it is highlighted as in the above picture.

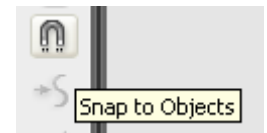
Using the pencil tool, draw the path you would like your ant to follow through the ant nest. An example is showed below.



*The black line is the guide for the ant to follow. This line is sometimes referred to as the motion path.*

- It is now time to snap the ant to the guide. To do this, we need to follow these steps:

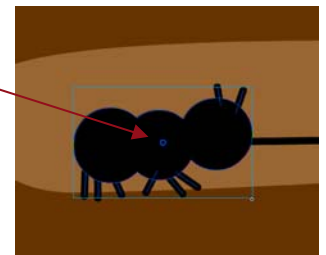
- Ensure that the magnet icon in the tools options is pressed on.



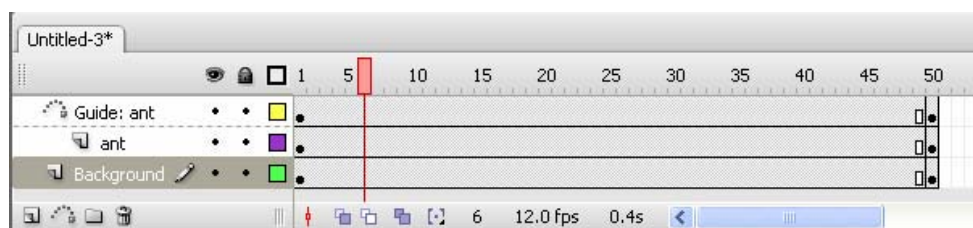
- Select the ant on frame 1 of the ant layer. Position your mouse on the centre of the ant where you will see a crosshair. Move the ant using the crosshair to the starting point of the guide.

- You will be able to tell your object has 'snapped' to the guide, because you will see an outline of a circle just behind the crosshair when you attach it to the guide.

- You have just positioned the ant at the start of the guide. It is now time to position the ant at the end of the guide. To do this you will need to **Insert** a **Keyframe** further down the timeline.



I will position mine at frame 50 by clicking on this frame and selecting **Insert > Timeline > Keyframe** (or F6). To be able to see the background and guide at frame 50, I will need to add a keyframe at frame 50 to their layers too. At this point your timeline should look like this.

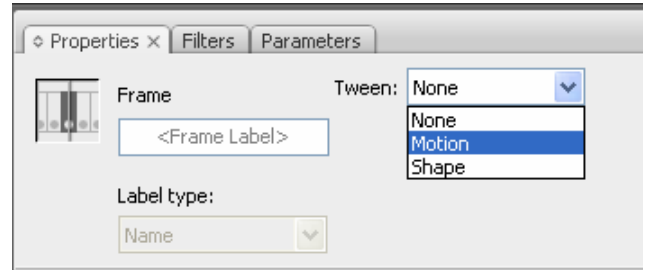




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- e) Click on frame 50 of the ant layer and drag the ant to the end of the guide. Ensure the ant snaps to the guide by watching for the blue circle.
- f) You have now positioned the ant at the start and end of the guide. To make him move along the line, we will need to add a motion tween.

To do this we need to **click between** the two keyframes on the **ant layer** and select **motion** from the tween dropdown menu.



**Congratulations, your ant should now move along the pencil guide you have drawn on the guide layer. If it is not doing this, delete the guide layer and begin the process again.**