

JumpStart Card #1



MAKE A TRADITIONAL ANIMATION IN FLASH CS4

Traditional animation sequences are created in Flash by creating a series of keyframes and changing the image in each. When played quickly, the human eye retains each image for slightly longer than it appears—thus the images become blended and the illusion of motion is created. This card shows you how to use Flash to create a simple traditional animation sequence.

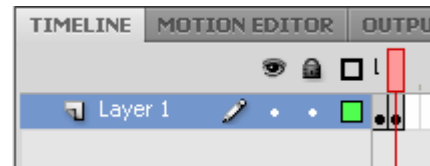
1. DRAW YOUR CHARACTER

Use the pencil and drawing tools to draw your character on the stage.



2. ADD A NEW KEYFRAME

Click on the next frame in the timeline and press **F6** to add a new keyframe.



3. CHANGE YOUR CHARACTER

Use the draw and selection tools to change your character. You could make small changes in the shape or position of different parts of your character or could replace parts or colours with new ones.



4. TEST YOUR ANIMATION

You have just created a traditional animation sequence containing two keyframes. See what your animation looks like so far by pressing **Ctrl + Enter**.

4. ADD MORE KEYFRAMES AND CHANGES

Make your animation even longer by adding more keyframes by pressing **F6** and changing the character in each of the keyframes.

Frame 1



Frame 2



Frame 3



5. SAVE AND PUBLISH YOUR ANIMATION

Once you are happy with your animation sequence, save your work by selecting **File > Save**. Publish your animation to a number of file formats by selecting **File > Publish Settings** and ticking the boxes next to the formats you want. Remember to click on **Publish** at the bottom to create these formats. You can also export your file to a range of other formats including the animated gif format by selecting **File > Export > Export Movie**.

To learn more about how to create animations using this traditional animation technique, take a virtual lesson or work through one of the tutorials available on the Flash Classroom website.

www.flashclassroom.com

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