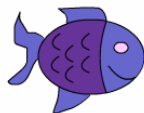


Jumpstart Card #2



USE A MOTION TWEEN TO ANIMATE AN OBJECT

This card will show you how to create a basic motion tween in Flash CS3. You will make a fish swim across the stage.



Before you start - The 2 Rules for Motion Tweens

When you use a motion tween in Flash, you need to ensure you follow the two rules below:

Rule #1 - The object that you are going to tween needs to be on its own layer.

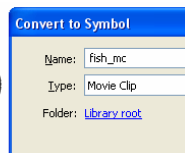
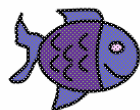
Rule #2 - Objects must be converted into a symbol or grouped in order to be used in a motion tween.

1. CREATE YOUR FISH

Double click on the text 'Layer 1' in the timeline and rename your layer **fish**. Click on the first keyframe in this layer and use the draw tools to create your own fish.

2. CONVERT YOUR FISH INTO A SYMBOL

Select your fish and press **F8** to open the **Convert to Symbol** box. Give your fish the name **fish_mc** and select **Movie Clip** from the type box.



www.flashclassroom.com

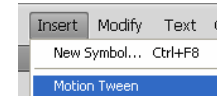
3. PUT YOUR FISH AT THE START POINT

Click on your fish and select the resize tool (shown here). Resize your fish so that it is about the size of a coin and then place it somewhere on the left hand side of the stage.



4. ADD A FRAME TO EXTEND YOUR ANIMATION

At the moment, your animation is only one frame in length. Click on frame 48 and **press F5** to make your animation go until this frame. This will make your animation 4 seconds in length as the frame rate is 12 frames per second.

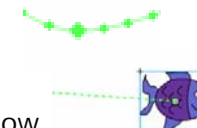


5. ADD THE MOTION TWEEN

Click on frame 1 and select **Insert > Motion Tween**.

6. MOVE YOUR FISH TO THE END POINT

Click on Frame 48 and then select your fish and move it to the place where you want it to swim to. A green dotted line will appear to show you the path your fish will swim. You can click on any frame in between 1 and 48 and then move your fish to a different position to change the path the fish will swim. Note that you can also click and drag the green dots to alter the path.



7. TEST YOUR ANIMATION

Select **Control > Test Movie (Ctrl + Enter)** to view your work.

8. SAVE AND PUBLISH YOUR ANIMATION

Save your animation by selecting **File > Save**. Publish your animation into different formats by selecting **File > Publish Settings** and selecting the file formats you want.

www.flashclassroom.com