



3D Animation/Video

Flash Animation

For this lesson you creating a couple of small animations in Flash.

Local Root Folder: For this lesson we will be naming the Local Root Folder: “Yourname.Flash”. I find Flash to be less user friendly than Photoshop and ImageReady. However, you might find it to be easier and for somethings it is. It is a little more complex to explain so bare with me as I might have to be a little more wordy.

1. When you open Flash you should see a large rectangle that will be the working area for the animation. You can change the size to what ever size you desire by going to Modify>Document. You can then change the size to whatever size is best for the web site that you are going to be placing the animation on.
2. Next make an image in Flash. It can be a simple shape or as complex as you would like. The Flash tools are similar to those that you have used in Photoshop, but be aware that they don't always work the same as the Photoshop tools. You should be able to make an image that will work successfully for this lesson. If you want more help ask the instructor for additional help. For my image I made a sphere (ball). For this part of the lesson you can create whatever you want.
3. Now let's give the background a color. Do this by going to the Properties window (Windows>Properties and clicking on the Background button. Choose a color other than white.
4. To create the animation you make “Keyframes” on the “Timeline”. “Keyframes” are the locations where you tell the animation to do things. You can see an example of the “Keyframes” in Fig. #1. A “Keyframe” is one of the black dots seen in the “Timeline”. The first frame is always a “Keyframe”. To make additional “Keyframes” click on one of the frames further down the line, maybe about frame #6 for example. Then right click, if you have a two button mouse, or push the Control key and click the mouse on the frame. A window will appear that will give you serveralchoices. Find the one that is “Insert Keyframe” and click on it. Now you should see a black dot appear at that frame slot on the “Timeline”.
5. By moving the image that you created earlier to some location in the “Scene” window you can tell the animation that you want the image to move to that location by that frame. Flash defaults to 12 frames per second so if you made the second “Keyframe” a the 6th frame it will take a 1/2 second to get there when you run the movie. You can make more frames per second and that will make the animation smoother in

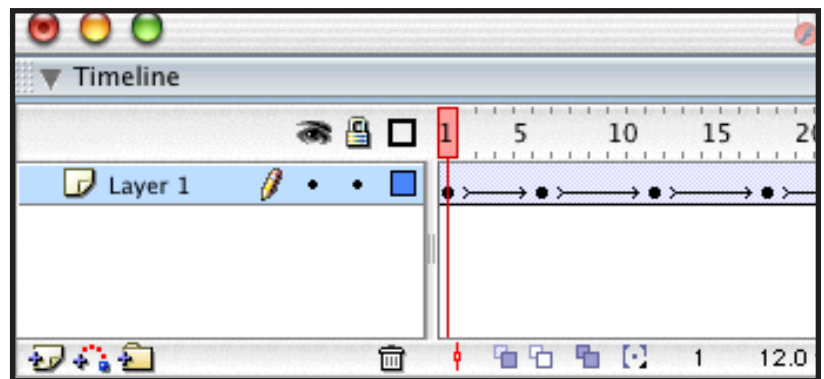


Fig. #1

- its appearance. However it also increases the size of the movie thus it might not run as well on some computers. Usually 12 frames per second is good enough for web animation.
6. Let's test our movie out. First save it in the "Flash" folder that is located in the "Local Root Folder" that we created for this lesson. Then in Flash go to Control>Test Movie. Flash will create a movie and play it for you. If you go to your "Flash" folder you will see that it also saves the movie for you automatically as a .swf. So each time you test your movie it will also be saved for you. Do you have movement?
 7. Now do some more "Keyframes" and make your image go across your scene doing various things.
 8. "Tween"ing is a way to make the animation run a little more smoothly. We should "Tween" each of our "Keyframes". To do that, right click or Control/click on to the first "Keyframe". Then in the window that opens up, go to "Create Motion Tween". You will notice that an arrow will appear going from the first "Keyframe" to the next "Keyframe". Do "Create Motion Tween" for each of the "Keyframes" that you have.
 9. You probably have noticed that the animation continues to go until you tell it to stop. Most likely you will not want it to continue on your website forever. Surely the viewers to your website will not like the processor of their computer to get bogged down with your animation. You will need to tell it when to stop. For this "Flash" uses an "Actions" window. To get the "Actions" go to Window>Development Panels>Actions.
 10. The "Actions" window is where we can tell the animation that we want to have certain events to happen. We are going to have our movie stop when it gets to the last frame. Click on the last frame. Then locate "Global Functions" in the upper left corner of the "Actions" window. Click on "Global Functions" and go to "Timeline Control" and then double click on "Stop". Save your animation and test it out. Does the movie stop?
 11. Now let's create some animated text for our movie. To make sure our first layer is secure click on the dot in that layer that is below the "Padlock" symbol. First let's make a new layer by right clicking on the current layer in the "Timeline". Then go to "Insert Layer" and a new layer will appear.
 12. On the new layer click where the 2nd "Keyframe" is for the first layer. Make a new "Keyframe" on this layer.
 13. At this "Keyframe" use the "Text" tool and type something. (your name if you can't think of anything else) Place the text on top of your image.
 14. Go to the next "Keyframe" on the first layer and make a new "Keyframe" on the second layer. At this "Keyframe" move the text so that it is on top of the image again.
 15. Make a new "Keyframe" next to the last "Keyframe" then delete the text. Test the animation and the text should go for a little while then disappear.
 16. Now finish off your animation by doing step 6 again so that it saves and creates your final .swf file.

Make a new Flash Animation:

Make a new flash animation with at least 1 photo image as part of it. Use the File>Import>Import to Library... command to bring a photo into Flash. Once the photo image is in the Library drag the image to the Flash window you are working in.

Points for this Assignment (15 pts):

The points are divided up as follows:

1. Local Root Folder present and named correctly
2. Flash .fla file for the original lesson (2 pts.)
3. Flash .fla file for the "new Flash Animation" with photo. (2 pts)
4. Successful Flash Animation for the original lesson a .swf file(5 pts.)
5. Successful "new Flash with Photo Animation" a .swf file (5 pts.)



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Flash Evaluation Sheet

Name- _____

1. Local Root Folder present and named correctly- _____
 2. Flash .fla file for the original lesson (2 pts.)- _____
 3. Flash .fla file for then "new Flash animation" with photo (2 pts.)- _____
 4. Successful Flash Animation for the original lesson .swf file (5 pts)- _____
 5. Successful Flash Animation with Photo, a .swf file (5 pts.)- _____
- Total- _____