

Tutorial 2: CLASSIC MOTION TWEENING

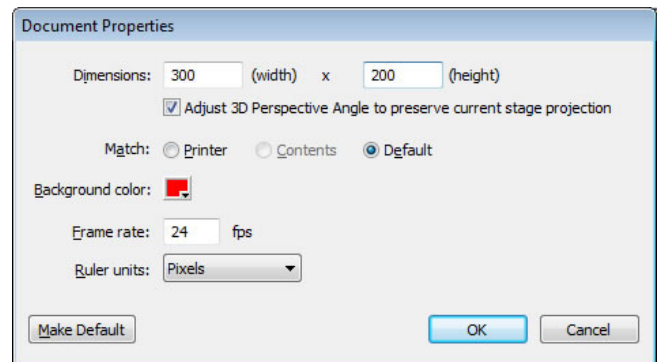
In this tutorial you will be taken through the steps required to make an object move across the flash document using a **classic motion tween**.

<<Use the text from the flash 8 tut 1!!!>>

Step 1: Set up the page

Set the properties of the Flash file

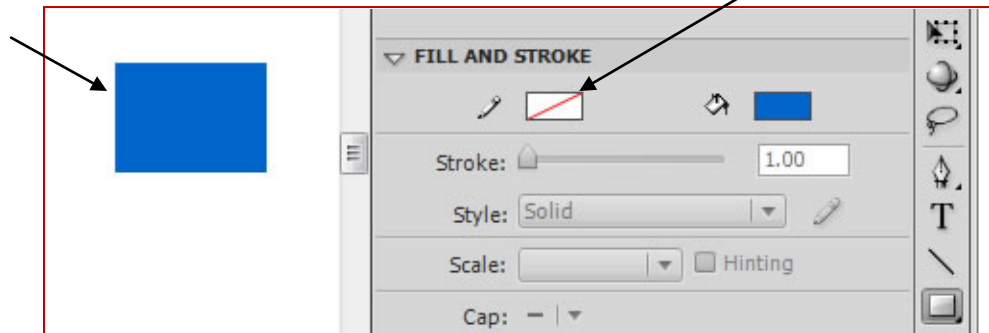
- Open the document Properties **Modify | Document** (or Ctrl + J)
- Set the size to 300 X 200 pixels
- Fill the background with any colour,



Step 2: Create a box

Select frame 1 and create a rectangle

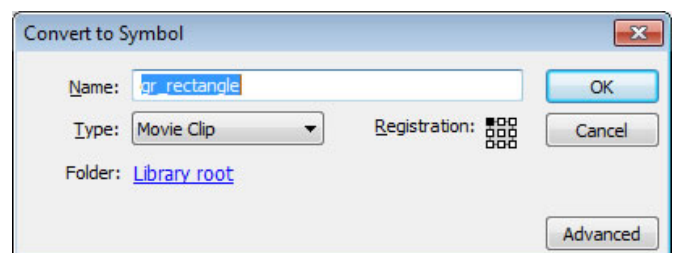
- Select the Rectangle Tool (Shift + R)
- Change the properties of the **Rectangle Tool**, to make the **Stroke color** (border) no colour and the **Fill color** to any colour you want.
- Draw out a rectangle



Step 3: Convert to symbol

Convert the rectangle into a graphic object in the library

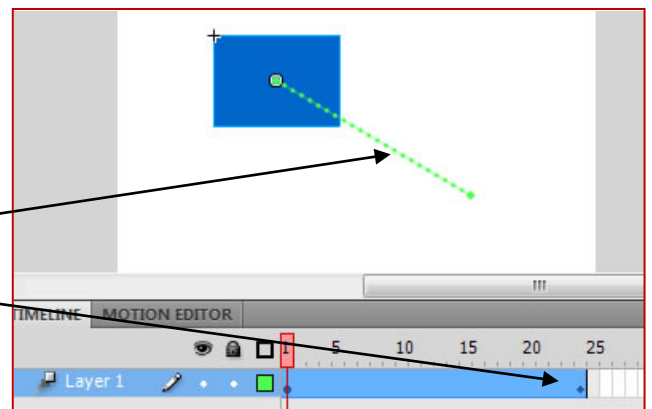
- Select the Selection Tool (Shift + V)
- Select the square
- Convert to a graphic symbol, by press **F8** and call it gr_rectangle.
(Note: you can also convert it by dragging it into the library)



Step 4: Create a Motion Tween

Make the rectangle move across the stage

- Right hand click on the object in frame 1 and select **Create Motion Tween**. This automatically by default adds 24 frames
- Move (click and drag) the rectangle object to another location. This will automatically
 - create a motion path
 - insert a **sub** keyframe into the last frame (24)



Step 5: Test the Tween

Test the Tween

- **Enter** will play the frames
- **Ctrl + Enter** will create a create a flash file (.swf)
- **< > keys** will enable you to move playhead along the frames

Step 6: Add to the motion tween

You can add to and modify the Motion Tween

Add to the end of the tween

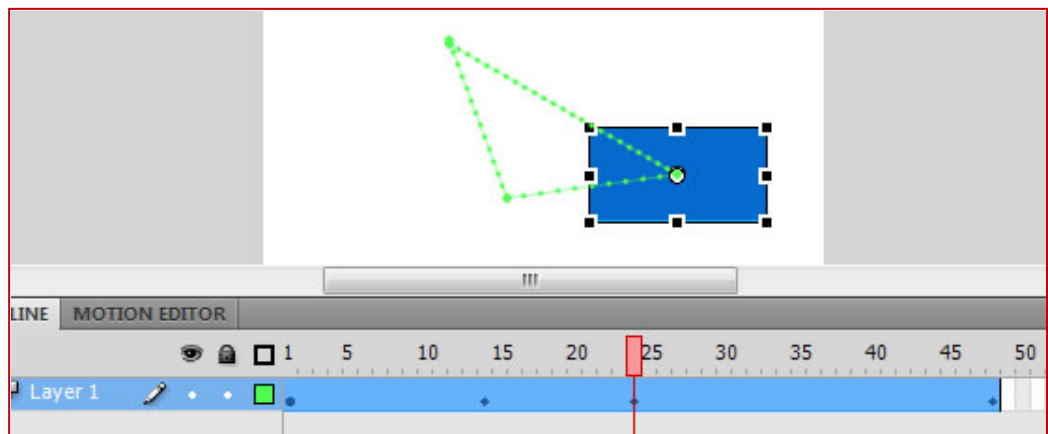
- Right hand clicking on frame 48 and select **Insert Frame** (or **F5**)
- Move the object to the same location as frame 1
(This will create a repeating back and forth repeating movement)

Add another position within the tween

- Select a frame within the tween (i.e. frame 12)
- Move the object to another location. This will automatically change the motion path

Increase the length of the tween

- Selecting on the last frame (a double headed arrow will appear) and click and drag it longer. This will increase the length of the tween (i.e. this will slow it down)

**Step 8: Save the file**

- Save as a Flash document (tween.fla)
- Export as a Flash movie (tween.swf), or **Ctrl + Enter**

Extensions**Step 9: Change the Shape properties**

Change the size of the shape object

- Select the object in the sub keyframes using the **Free Transformation Tool**.
- Drag the corner to make the shape larger/smaller (holding the Shift key to keep it in proportion)

Step 10:

Fade the square to nothing (transparent) using Alpha Style

- Select the object in a sub keyframe
- In **Properties + Colour effect + Style | alpha** and make it **0%** (the object will be totally transparent)

