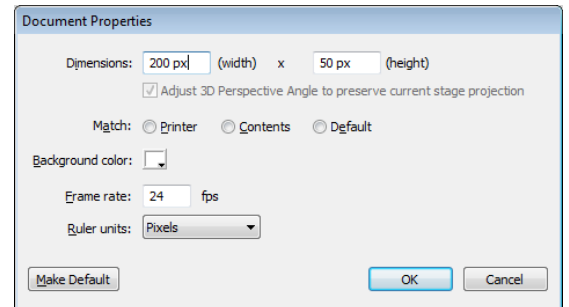


## Tutorial 3: TEXTFADE CS4-CS5

In this tutorial you will be taken through the steps required to make an animated text that fades in and out, using and comparing both types of tweens; Classic and Motion.

### Step 1: Set up the page

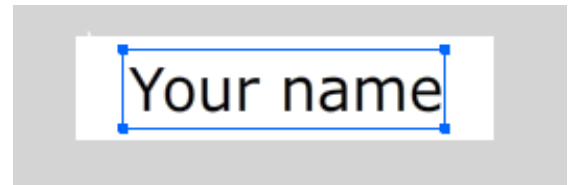
Open Flash and size the work area choosing 200 \* 50 pixels. In page **Properties** select size button or (Ctrl + J). Give it a title "Textfade".



### Step 2: Type the text

Choose the text tool from the toolbar or just hit "t" on your keyboard for the shortcut.

- Click anywhere on the stage and type your Name
- Format the font to use Verdana, size 28, black
- Centre the text on the stage

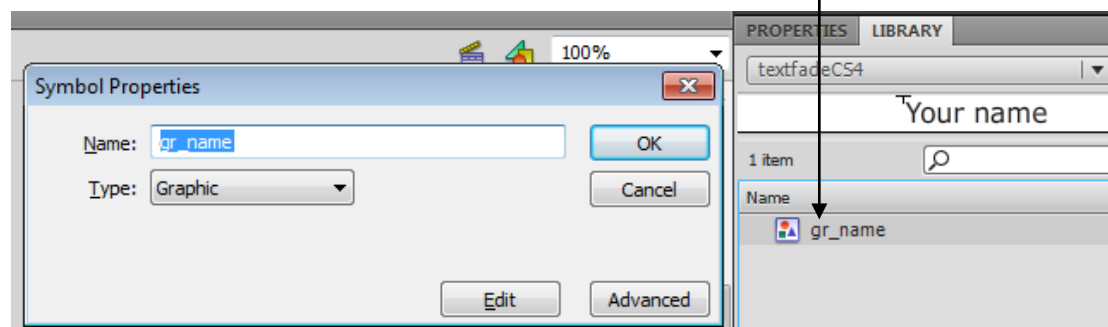


### Step 3: Convert to Symbol

Convert the text to a **Graphic** symbol

- Select the text
- Convert to symbol **Modify | Convert to symbol** (or F8)
- Name it gr\_name
- Chose the type **Graphic**

Note: The symbol is automatically put into the Library. In order to do an animation on the text it must be an object in the library

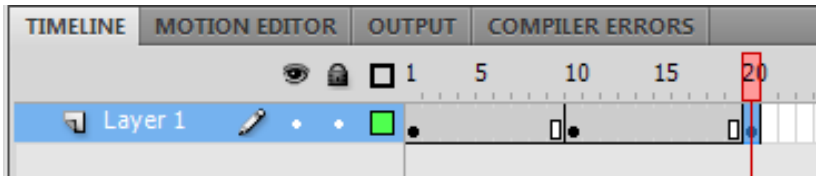


## Creating a Classic Tween

### Step 4: Add keyframes

Insert a keyframe on frames 10 and 20. This will result in a copy of the text with your name on each of the frames 1, 10 and 20.

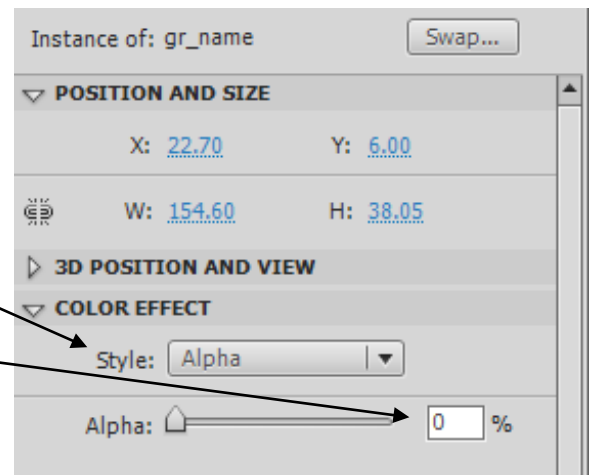
- Select frame 10
- Insert keyframe **Insert | Timeline | Keyframe (or F6)**
- Repeat for frame 20



### Step 5: Add fade

In the first and last frame add a fade that will make the text invisible.

- Click on Frame 1 and click on the text symbol.
- In the Properties window select Colour effect and change the style to Alpha.
- Set to 0 %
- Repeat for frame 20.



### Step 6: Add motion tween

Create a motion tween so that the text fades from invisible to visible and back to invisible

- Select a frame between 1-10
- Insert a tween **Insert | Classic Tween** or right hand click and select "Create Classic Tween"
- Repeat for frame between 10-20

### Step 7: Play your Tween

Rewind and play your movie.

**Control | rewind**

**Control | play**

### Step 8: Save your animation

Save as a Flash document (textfadeclassicCS4.fla)

Export as a Flash movie (textfadeclassicCS4.swf)

### Extension

You can edit the text, timeline and properties until you get the effect you desire. Play around with it and have fun.

### Creating a Motion Tween

Create same the animated flashing text as in steps 4-8 above except using Motion Tween animation.

#### Step 9: Remove existing tweens

- Using the textfadeclassicCS4.fla save as textfadeCS4.fla
- Delete the existing tween
  - Select all frames except frame 1, right hand click and select “Delete frames”
  - Select frame 1, right hand click and select “Remove Tween”

The graphic object containing your name should still be on the stage with the alpha color set to 0, so that it is transparent.

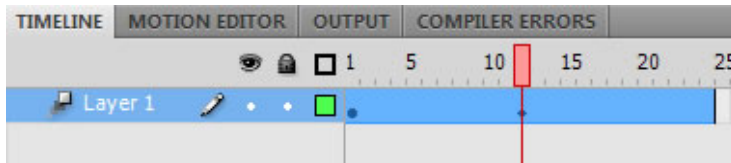
#### Step 10: Insert Motion Tween

- Right hand click on frame 1 and select “Create Motion Tween”
- This will automatically insert 24 frames

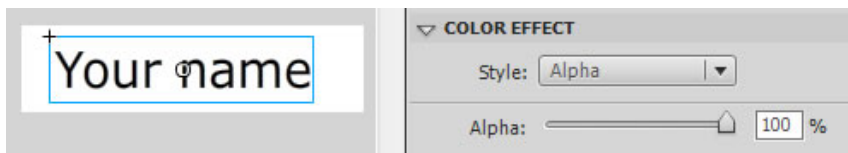
#### Step 11: Insert Color Keyframes

You can change characteristics of an object within a motion tween, in this case we will change the alpha setting of the object.

- Select frame 12
- Right hand click and select “Insert Keyframe” + “Color”



- In the Properties window, Colour effect and change the style to Alpha setting to 100%. So you can see your name



- Repeat above steps in frame 24, changing the Alpha setting to 0%.

#### Step 12: Play your Tween

Rewind and play your movie.

**Control | rewind**

**Control | play**

#### Step 13: Save your animation

Save as a Flash document (textfadeCS4.fla)

Export as a Flash movie (textfadeCS4.swf)

#### Extension

You can edit the text, timeline and properties until you get the effect you desire. Play around with it and have fun.