

Tutorial 7a: CELL BASED ANIMATION CS4

In this tutorial you will learn how to create cell based animation. The aim is to create a drawing.

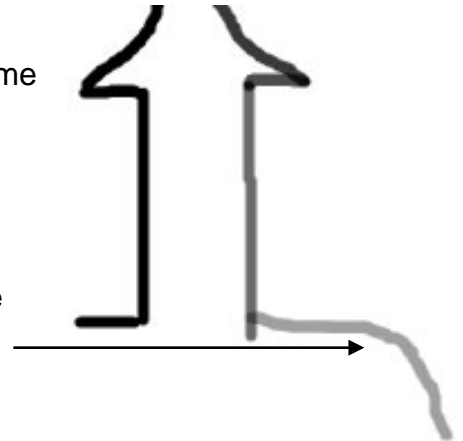
Step 1: Set up the page

Open Flash and resize the work area to 600 X 450 for this example. Call it "drawing".

Step 2: Start drawing

- Start drawing in frame 1
- Insert a keyframe in frame 2. Right click on the frame and select **Insert Keyframe**, or **F6**
- Add more to your drawing, adding new keyframes regularly

Note: Turn on the **Onion Skin**, so that you can see what was drawn on the last frame so that you can compare the changes. Changes from the previous or later frames are seen as a lighter colour.
(See cell drawingCS4.swf)



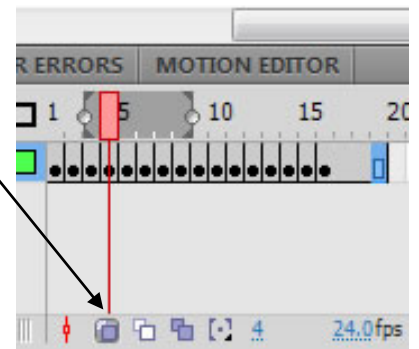
Step 3: Add other layers

Add other layers containing other animations

Step 4: Reversing the animation

You can reverse the animation to make it disappear after it has been drawn

- Select and copy all frames
 - Hold the SHIFT key down and select the frames
 - Right hand click and select **Copy Frames**
 - Move to the next blank frame, right hand click and **Paste Frames**
- Select the copied frames and revise the order
 - Hold the SHIFT key down and select the frames
 - Right hand click and select **Revise Frames**



Step 5: Test animation

Use **Control | play** to test your animation so far. See if it is the same as the sample animation drawingCS4.swf.

Step 6: Save your animation

Save as a Flash document (drawing.fla)

Export as a Flash movie (drawing.swf)