

## Tutorial 11 – Motion Guides

### **Learn how to**

#### **- Use a motion guide to move an animation around the screen**

When you create a motion tween the object can move from one location to another in a straight line. A motion guide can enable you to create a motion tween that follows a path that you create.

#### **Step 1: Set up the page**

- Open Flash and resize the work area to 900 X 600.
- Save the file as flyingbutterfly fla

#### **Step 2: Copy the butterfly animation**

Copy the flapping butterfly movie clip (mc\_flyingbutterfly) from Tutorial 12

- Open flash file – butterfly fla from tutorial 12
- Copy the mc\_flyingbutterfly movie clip into the library

#### **Step 3: Add the butterfly to the stage**

- Insert a new layer called **flying**
- Insert the butterfly movie clip from the library to the stage in the **flying** layer (drag and drop)
- Resize the butterfly to make it smaller, using the Free Transform Tool. Holding the SHIFT key when resizing the image will mean the image will not be distorted

#### **Step 4: Create a Motion Tween**

- In the flying layer, select frame 1 and Insert a Motion Tween
- Increase the length of the tween to frame 80 using F6

#### **Step 5: Modify the Motion Tween Position property**

Modify the Motion Tween to fly the butterfly across the screen.

- In frame 1, select the butterfly and move it off the stage to the left (into the grey area)
- In Frame 80, select the butterfly and move it off the stage to the right (into the grey area)

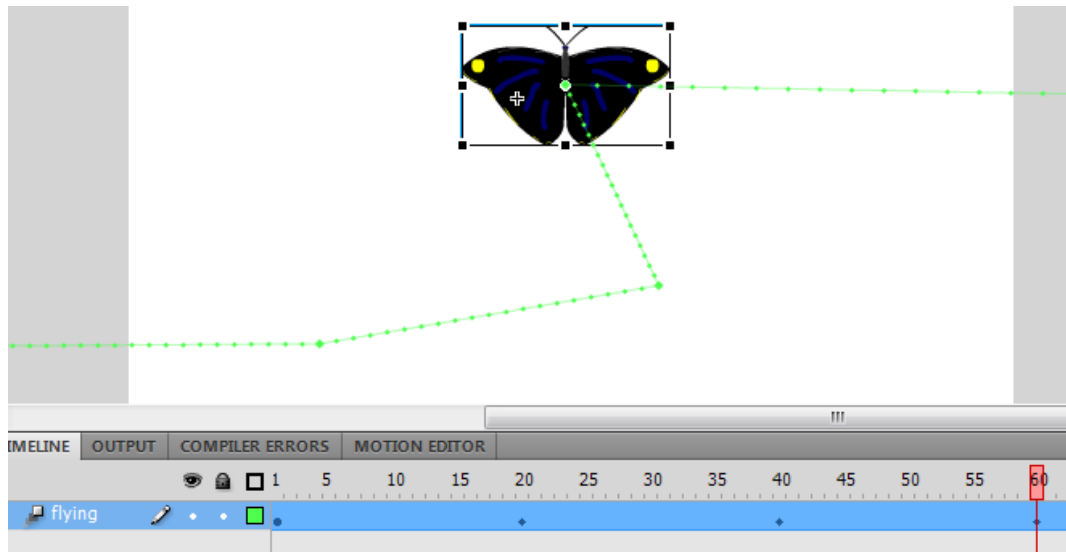
#### **Step 6: Test the animation**

- Use **Control | play** to test your butterfly, the butterfly should fly across the screen flapping its wings

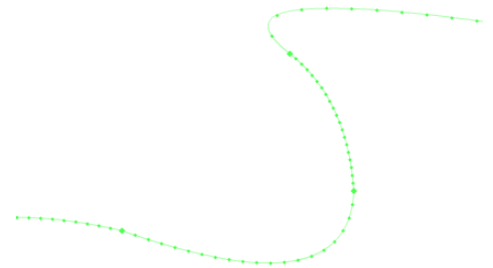
### Step 7: Change the path of the butterfly

Modify the Motion Tween path to fly the butterfly around the screen.

- Select and change the position of the butterfly, by clicking and dragging the butterfly in frames 20, 40, 60,



- Make the path smooth
  - Place the mouse over the path
  - When an arrow appears under the mouse arrow, select and drag the Motion path between each Motion Keyframe at 20, 40 and 60



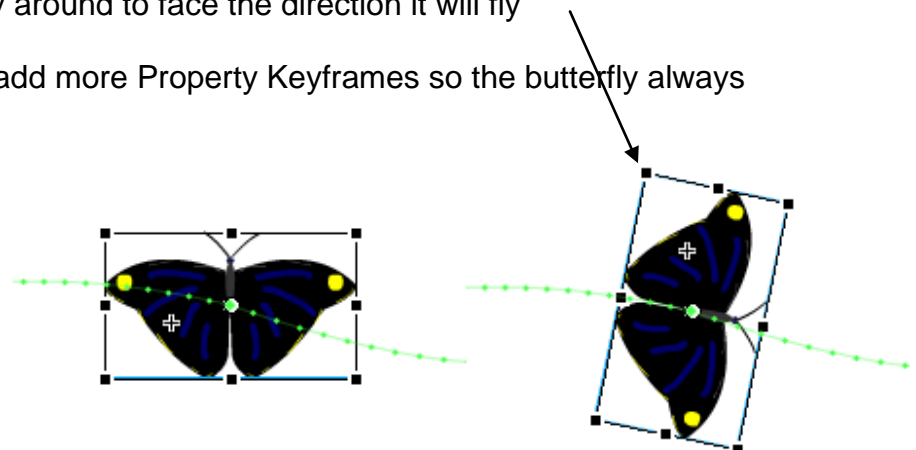
### Step 9: Refine your animation

You can refine the animation to make it more realistic.

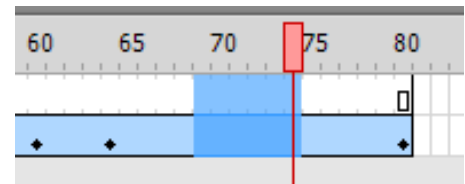
- **Rotate the butterfly** in the motion tween so the butterfly flies forward
  - Select the Free Transform Tool
  - On the existing Property Keyframes (1, 20, 40, 60 and 80)
    - Place the mouse over a corner of the butterfly
    - When a curved arrow replaces the mouse arrow, select and drag the butterfly around to face the direction it will fly

Note:

You may need to add more Property Keyframes so the butterfly always flies forward



- **Change the size** of the butterfly along the motion path to make an affect of the butterfly moving towards (larger) and away (smaller) from the viewer.
  - Select the butterfly on the existing Property Keyframes (1, 20, 40, 60 and 80)
  - Select the Free Transform Tool
  - Place the mouse over a corner of the butterfly
  - When a double headed arrow replaces the mouse arrow, select and drag the butterfly size. Hold the SHIFT key to keep it in proportion
- **Change the speed** the butterfly moves along the motion path. To slow the butterfly motion down you can insert more frames, to increase the motion you can delete frames
  - Add a new layer
  - Determine where you want to slow the motion of the butterfly
  - Select the number of frames to insert,
  - **Right hand click | Insert Frame** or F5



### Step 10: Test the animation

- Use **Control | play** to test your butterfly, the butterfly should fly along a curved path and fly to and away from the viewer.

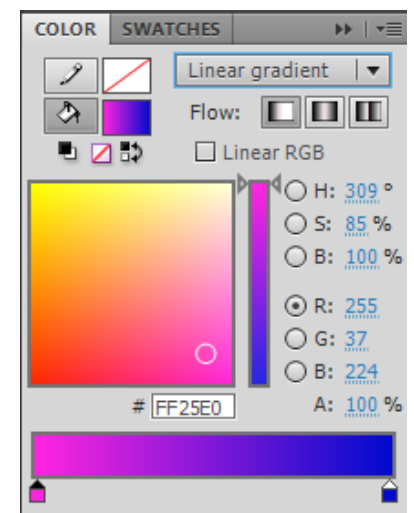
### Step 11: Add a background

- Add a layer called bg below the flying layer
- Add a background scene that the butterfly can fly in
- For the sky draw a rectangle and colour it using a Linear gradient (from dark blue to a lighter blue)

### Step 12: Add a tree

Add a tree that the butterfly will fly behind

- Add a layer called fg above the flying layer
- Add a background scene that the butterfly can fly in



### Extension

#### Step 13: Make it interactive

Add the static gr\_butterfly from Tutorial 9, make it a button that when clicked starts the butterfly flying

#### Step 14: Motion editor

The Motion editor can be used to control the Motion Tween Properties. Use the Motion editor to adjust the motion Tween.