Tutorial 9: MOTION TWEEN PROPERTY KEYFRAMES

In this tutorial you will learn more about property keyframes within Motion Tweens which are used to modify the motion tween. When you add a property keyframe in a Motion Tween a small diamond is added to the timeline.

Keyframe

Property Keyframe

Motion Tween timeline is blue

This tutorial will include
- the skew transform tool to make a 3D looking rotating sign
- the rotation transform tool to make an object rotate
- using Motion Presets which are pre-defined motion tweens

Step 1: Set up the page
Open Flash and resize the work area to 550 * 400 for this example. Choose any contrasting colour or insert a background image.

Step 2: Create a graphic object of a rectangle shaped sign
- Label the layer "Skew rotating"
- Select Frame 1 on the layer and draw a rectangle
- Add the word "Sign" onto the rectangle
- Convert the rectangle to a graphic object (**F8**) called gr_sign

SKEW TRANSFORM TOOL
Step 3: Add a skew transform
Add a skew to a motion tween that will rotate the sign
- Select Frame 1, create a Motion Tween, **right-click | Create Motion Tween**
- Select Frame 48, add frames. **right-click | Insert Frames, or F5**
- Select the last frame in the Motion Tween
- In the **Transform Window | Skew** the object 360 degrees
  To open the Transform Window, select the Menu Windows | Transform, or CTRL+T
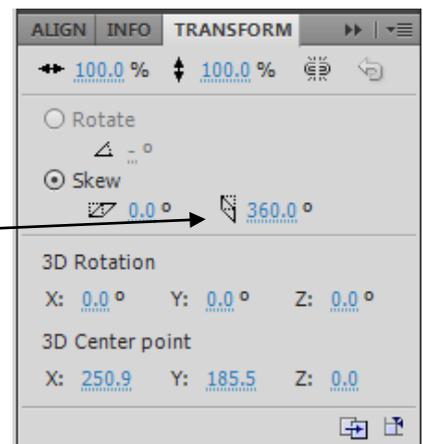
Step 4: Test rotating skew
- Use **Control | play** to test your animation so far. It should rotate 360 degrees and look like it is rotating around the centre of the rectangle

NOTE: The Rotation Point which is the centre of the rotate is indicated by a little white circle. Select the Transform Tool and drag this circle to a new position to change the centre of the rotation
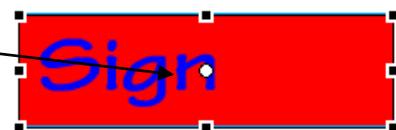
ROTATION TRANSFORM TOOL
Step 5: Add a rotation transform

- Create a new layor, called "Rotating"
- Insert a second instance of the mc_sign
  Drag and drop from the library onto the stage
- Select Frame 1, create a Motion Tween, **right-click | Create Motion Tween**
- Select the last frame in the Motion Tween
- In the **Transform Window | Rotate** the object 360 degrees
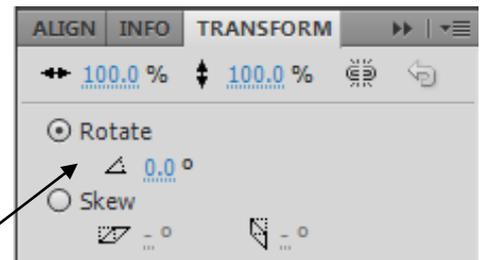
Note: There should be the same number of frames as the Skew rotating layer

Step 6: Test rotating rotation

Use **Control | play** to test your animations so far. There should be two animations; the second should spin around the centre of the rectangle

MOTION PRESETS
Step 7: Add a Motion Preset

- Create a new layer, called "Motion Preset"
- Insert a third instance of the mc_sign
  Drag and drop from the library onto the stage
- Select Frame 1, in the **Motion Presets Window** select **Default Presets** | **pulse** and **Apply**
  To open the Motion Presets Window, select the Menu Windows | Motion Presets
- Select Frame 48, add frames. **right-click | Insert Frames, or F5** so that it is the same length as the other layers

Step 8: Test rotating Motion Preset

Use **Control | play** to test your animations so far. There should be three animations; the third should have an animation that pulses the rectangle

Step 11: Save your animation

Save as a Flash document (propertyKeyframes.fla)
Export as a Flash movie (propertyKeyframes.swf)

Extension:

1. Try other **Keyframes** to alter a Motion Tweens, including
   a. Position
   b. Scale
   c. Colour
   d. Filter
2. Add other graphics to the signs