Flash MX how-to
Animation basics

Flash is a wee bit of a strange animal.
It is based in time lines and “scenes,” objects and symbols.
It is a vector based program which can act a lot like a raster-based
program.

Note you MUST double-click an object with the black arrow tool to
select BOTH the line and fill of the object. Many of the paintbucket
and gradient interfaces are familiar from Adobe programs. However,
one may also easily break apart any vector shape by dragging a
selection box (with the arrow tool) around just a portion of the shape
(nifty, eh!)

Keep in mind any event or transformation can happen one of three
places:
1. Globally
2. To a particular object globally, or
3. To a particular object (or frame) in JUST that point in time.

To make a simple animation:
Draw a graphic primitive (i.e. a circle) on the left side of the stage.
Now, go to the time line or “score” and select (click) on frame 15.
Go to the INSERT menu, to TIMELINE to KEYFRAME.
SINGLE-CLICK the primative to move it to the right side.

Select ALL your frames by dragging across them in the timeline, or
shift-clicking.
Go to INSERT to TIMELINE to CREATE MOTION TWEEN.
Go to WINDOW/CONTROLLER and press PLAY.
Your shape should flow smoothly from edge to edge.

Transforming and “Easing-in” and out:
Now select just frame 5 of the animation and move the ball to the
bottom (SINGLE-CLICK to select!). Press PLAY again and notice it’s
a “live” tween!

With frame 5 still selected, show the TRANSFORM palette
(WINDOW/DESIGN PANELS/TRANSPARENCY), and squish the
ball at frame 5 (to about 80%). Play again.

>(if you accidently double-clicked the shape, you are now editing the
symbol, go to the SCORE and click where it says SCENE 1 to get
back to editing).

Notice it automatically tweens the shape, too! For this effect, though
we want the ball to squish only at the bottom frame.
Select the tween by double-clicking on its arrow in the SCORE and
de-select the SCALE checkbox in the PROPERTIES palette. (may
repeat this for the “up” tween).

Now, let’s add another keyframe at frame 11. Select the shape and
move it to the top of the “stage.” Go to the PROPERTIES palette to
EASE and use -50 or so. This will slow the ball down as it gets to that
point, “easing-in” to that frame.

Second layer and shapes:
Add a second layer and create a new animation on that layer. Notice
the layers stack like photoshop (top of pallette is closest to eye, etc.).
Selecting only this new layer, make a new graphic at frame 15 with the
pen tool. Add a keyframe 5 frames down the line at frame 20.
Now, on that new graphic in frame 20, use the WHITE arrow tool to
manipulate the bezier points.
Select all the frames from 15 to 20 in the new layer and INSERT a
motion tween. In the control palette, go to TWEEN and pull-down
SHAPE.

Go to WINDOW/COMMON LIBRARIES and load
SOUNDS.FLA. Drag a sound from the library to the frames (15-20)
of the new layer. Save your movie and go to CONTROL to TEST
MOVIE.