

# Flash: Animation

## Lesson 14: Motion Tween

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### Motion Tweening

In this section, we are going to discuss exactly what Macromedia Flash is famous for: animation!

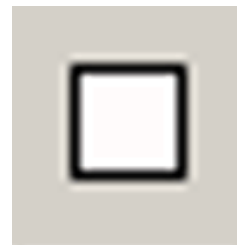
There are three basic animation tools that we are going to discuss and see examples of. These animation types are: Motion Tween, Shape Tween, and a Path Animation.

First is a good idea that the three be compared and explained. A Motion Tween gives you the opportunity to animate or morph symbols, groups, and text blocks. This differs from a Shape Tween, which only allows you to morph simple shapes. This idea of morphing is the main area in which the two tweens differ. Lastly, the path animation can also be considered a motion tween but follows a specific (invisibly drawn) path on the stage.

Below you are going to see one specific path in which to properly insure successful animation. It must be understood though that there are many ways in which to accomplish a proper animation. Do not limit yourself to just one possible way of doing anything in Flash.

### Motion Tween

1. Always start with a new Flash document!
2. Click on the Rectangle Tool on the tool bar. For now the color does not matter so go crazy with whatever color you would like.



3. Draw a normal sized rectangle on the left side of the stage. (See web site for example.)
4. Go to Frame 20 on the timeline and insert a frame. (Insert > Frame)
5. Go back to the first frame in the timeline. Right click on the first frame in the time line and click on insert motion tween. This is the first option in the pop-up box. (See website for example.)

**NOTE:** As you can see on the timeline, the frame is now a light blue with a dotted line. This is because there is a problem with the tween. The tween itself has begun but has not been finished. Something important to remember is that to create a motion tween or have something morph, the symbol has to begin one symbol and end something different. The beauty of Flash lies in the fact that all you have to do is create the beginning and ending product and Flash creates everything in between.

**6.** Move the playhead back to frame 20.

**7.** While in frame 20, click on the Arrow Tool and drag the blue box to the other side of the stage. (See website for example.)

If you look in the timeline Flash added a keyframe to frame 20.

**8.** Now you have the option to view your first Flash piece in many ways.

1. Move the playhead back and forth to view.
2. Click on Control > Test Movie
3. (See website for example.)

# Lesson 15: Shape Tween

## Shape Tweening

In this exercise, we will go step-by-step through the process of creating a simple shape tween. Follow the steps with the shapes that are suggested to get the hang of it, and then you can start practicing on your own. Try to remember the subtle differences between a Shape Tween and a Motion Tween. These intricacies will replay themselves many times over the course of a project. The format for this exercise will be very close to the exercise in the Motion Tween example. This will give you a great way to see the differences between the two types of tweening.

### Motion Tween

1. Always start with a new Flash document!
2. Click on the Rectangle Tool on the tool bar. For now the color does not matter so go crazy with whatever color you would like.



3. Draw a normal sized rectangle on the left side of the stage. (See website for example.)
4. Go to Frame 20 on the timeline and insert a blank keyframe. (Insert > Frame)
5. This time draw a circle on the right upper hand side of the stage and make sure that you make this shape a different color. (See website for example.)
6. Go back to the first frame in the timeline. Select the Frame Panel (Window > Panels > Frame).
7. Choose the Shape Tweening option from the drop down menu.

NOTE: As you might have figured out there are many other options to animate your shape tween. Feel free to use these options after you are comfortable with the process of shape tweening.

8. Now you have the option to view your first Flash piece in many ways.

1. Move the playhead back and forth to view.
2. Click on Control > Test Movie
3. (See website for example.)

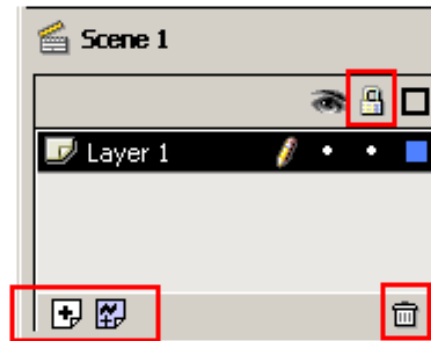
# Lesson 16: Path Animation

## Path Animation

In this exercise, we will go step-by-step through the process of creating a simple path animation. Follow the steps with the shapes that are suggested to get the hang of it, and then you can start practicing on your own.

### Motion Tween

1. Always start with a new Flash document!
2. Start by adding a new Guide Layer to the Layer Box. You can see it here in the bottom left hand of this graphic, which is the same graphic as used in the Interface:Layer section. It is the light blue folded paper with the wavy line and the plus sign. After you add the guide layer, it should be above the regular layer.



3. While on the Guide Path layer, click on the pencil tool and draw a wavy line across the page. (See website for example.)
4. Go to the first frame on the normal layer and insert a frame.
5. Draw a rectangle on this frame and try to keep the center of the rectangle close to the end of the line. (Make sure you use a gradient for this example so you can see the path animation. (See website for example.)
6. Go back to the guide layer on the timeline. Go to the frame position 40 and insert a frame. Select the Frame Panel (Window > Panels > Frame).
7. Now, drop down to the 40th position on the normal layer and insert a Keyframe.
8. While on the 40th keyframe, drag the rectangle to the other end of the drawn path. Make sure you try to keep the center of the rectangle on the end of the line. (See website for example.)
9. Go to the first frame on the normal layer, right click, and insert a motion tween.
10. Open up the Frame Panel. Make sure the following are activated and highlighted.
  - ~ Motion: Tween
  - ~ Scale: Activated
  - ~ Erasing: 0
  - ~ Rotate: CW: 10 Times

~ Active: Orient to Path, Synchronize, and Snap

**11.** Finally, go the 40th frame on the timeline in the normal layer. Now, right click and insert a motion tween here as well.  
**12 .** Now you have the option to view your first Flash piece in many ways.

1. Move the playhead back and forth to view.
2. Click on Control > Test Movie
3. (See website for example.)