Activity 2  Drawing Frames

Objectives

After successfully completing Activity 2, you will be able to do the following:

1. Identify a variety of animation techniques.
2. Create simple drawings using animation software.
3. Draw and complete a simple animation.

Procedure

Step 1. Select File>New

1. Click “ActionScript 3.0”

Step 2. Use the straighten line modifier

1. Locate the Pencil Tool in the toolbar and click.

Notice that when you click the Pencil Tool, different icons will appear on the bottom of the tool palette. These icons are modifiers that will help you in drawing different styles of lines and objects.

2. Click the black triangle at the right bottom of the Pencil Mode icon. (This is not a fast click, more of a "click and hold") Three options will appear: Straighten, Smooth, and Ink.

3. Click Straighten. This will straighten any line you make with the Pencil Tool.

4. Move your pointer to the stage and click anywhere without releasing the mouse button.
5. Drag the mouse into a line and release the mouse button. You should have a straight line.

6. Experiment with a variety of lines.

7. Draw a box with the Pencil Tool. Draw all four sides without releasing the mouse button. Notice how the program automatically straightens it out into a perfect square or rectangle.

8. Your stage will look similar (not identical) to the figure below, in that it has random lines and shapes.

**Step 3.** Clear the screen

1. Click the **Selection Tool**.

2. Click, without releasing the mouse button, the upper left hand corner of the stage.

3. Drag the mouse down diagonally over everything you have drawn on the screen and release the mouse. Everything on your stage will be in bold. See the example:

4. Press the Delete key on your keyboard.

5. All the lines should disappear.

**Step 4.** Use the smooth line modifier

1. Click the **Pencil Tool**.
2. Click the triangle next to Pencil Mode. From the choices that appear, click the Smooth modifier.

3. Draw several curving lines. Notice how they are automatically smoothed.

4. Use the Selection Tool to select all the items you have drawn on the screen.

5. Press the Delete key. All the images on the stage should disappear.

**Step 5. Create simple shapes**

1. Click the small triangle next to the Rectangle Tool.

2. From the list that appears, click the Rectangle Tool.

3. Click anywhere on the stage without releasing the mouse button.

4. Drag the mouse diagonally, and then release the mouse button. A square or rectangle will appear.

5. Make a few squares and rectangles of different sizes and shapes.

6. Locate and click the Oval Tool.

7. Click the stage, drag the mouse, and release. A circle or oval will appear.

8. Make a few circles and ovals of different sizes and shapes. Your stage will look similar to this:

**Step 6. Create and color a design**

1. On the toolbar click the Paint Bucket Tool.
2. When you click the Paint Bucket Tool, options for this tool are activated in the Properties Box next to the toolbar.

Click the box of color next to the paint bucket.

3. A color palette will appear. See example:

4. On the color palette, click a color you would like the first shape to be.

5. Click one shape at a time. It will fill in the shape with the color you have chosen.

6. Follow the same procedures to fill in the other shapes with color.

7. Use the Selection Tool to draw a box around each shape. This is called a marquee box. Click and drag to move them into a pattern.

**Step 7.** Start your first animation

1. Use the Selection Tool and the delete key on your keyboard to erase any lines or shapes on the stage. The stage needs to be blank.

2. Click the Text Tool.

3. Once you click the Text Tool, the Text features will be activated in the Properties panel next to the toolbar. You will be able to set the font type, size, alignment, and color.

4. Click the Font drop-down arrow.

5. Find and click the Times New Roman font.

6. Click the number next to size, do not release the mouse button, and move the mouse to the left and to the right. Move the mouse to a 48 point size. You can also left click on this number and use the keyboard to type in the number.
7. Click the **Text (fill) color** box.

8. Click any color you would like to apply to your text from the color palette.

9. Click the lower-left corner of the stage. A cursor will appear.

10. Type a capital **H**. Your screen will look similar to this:

Step 8. Create more keyframes

1. Locate the timeline below the stage. There should be a filled dot in the very first frame. What you see on the stage is what will be in that frame.

2. Click frame **2**, the next frame, so it is highlighted. Notice that a frame turns blue when it is selected.

3. Keep your pointer on frame 2 and right-click. A menu will appear. It will look like this:

4. On the menu that appears, click **Insert Keyframe**. A keyframe will be inserted on frame 2 and will contain the same content as frame 1.

5. If the letter **H** does not have a blue box around it to show it is selected, use the Selection Tool to select it. A **light blue box around the letters indicate they are selected.**
6. Hold down the Shift key and press the up arrow key on the keyboard three times. This will move the letter H up three lines.

7. Make sure the Text Tool is selected.

8. Click inside the box, directly to the right of the H and type a capital E. Your stage will now look like this:

Step 9.

1. Right-click frame 3.

2. On the menu, click **Insert Keyframe**.

3. If the letters H and E do not have a box around them, (or if the box is black) use the Selection Tool to select them.
4. Hold down the Shift key and press the up arrow key three times.

5. Use the Text Tool to type the letter L inside the box, next to E.


7. On the menu, click **Insert Keyframe**.

8. If all of the letters are not selected, use the Selection Tool to select them.

9. Hold down the Shift key and press the up arrow key three times.

10. Use the **Text Tool** to type the letter L inside the box, to the right of the L.

11. Click frame 5 and right-click.

12. On the menu, click **Insert Keyframe**.

13. If all of the letters are not selected, use the Selection Tool to select them.

14. Hold down the Shift key and press the up arrow key three times.

15. Use the Text Tool to type the letter O inside the box, to the right of the L.

**Step 10.** Watch it go

1. Click the **first frame** in your animation.

2. Press the Enter key on the keyboard.

3. Watch your very first animation.

4. Save your work to your H: Drive

Complete the following web tutorial for the first stamp:
Step 11. Show your teacher for your first stamp.

Step 12. Answer the Flash Assessment questions for Activity 2

Complete the following web based tutorial for a second stamp:

http://digitalartanddesign.org/24_Star_Rotating_Fl.htm
(copied and pasted into Google chrome browser)