Activity 8  Motion Tweening

Objectives:

After successfully completing Activity 8, you will be able to do the following:

1. Define motion tweening.
2. Explore animations that use all forms of tweening.
3. Develop a variety of animations with motion tweening.

Procedure

Step 1. Launch the software

1. Double-click the Adobe Flash Professional Icon on your desktop.
2. Click “ActionScript 3.0” in the window that appears.

Step 2. Take turns with your partner

If you are working with a partner, make sure both of you get an equal opportunity to practice your animation skills on the computer. In this activity, you can either:

• Let each partner do the initials animation assignment, one person after the other.

• Complete the initials animation using one partner’s initials, then use the extra time to work more with the program independently.

Step 3. Create the first initial of the flying initials animation

1. Use the Text Tool to type your first initial.

2. Highlight the initial and change the Font, Font Size, and Text Color options to the font, size, and color you would like. The size should be large enough to see well. 72 point size or higher.

3. Click frame 100. You will have to use the scroll bar at the bottom of the timeline to get to it.
4. Right-click frame 100.

5. On the menu that appears, click **Insert Frame**.

6. Click frame 1 again. Use the Selection Tool to select your initial and move it to the upper-left corner of the stage.

7. Click on the **Insert menu** at the top of the screen and click on **Motion Tween**.

8. Click frame 25. Right click, click **Insert Keyframe**, and select **Position**. A keyframe dot will appear in frame 25.

9. Click frame 25, and then click the **Transform Icon** on the Panel bar.

10. A dialogue box will open.

11. Click the number next to “rotate” and type 270. Then click on your letter on the stage and drag it to the lower right corner of the stage. You should see a green path indicating the path of the tween.

12. Click frame 50. Right click, click **Insert Keyframe**, and select **Position**. A keyframe dot will also appear in frame 50.
13. Click on the number next to the ➡️ and type 200%. Click anywhere else on the Transform Box and on the other value will also set to 200%. Next click the number next to “rotate” and type 360. Then click anywhere else on the dialogue box to “set” the 360 number.

14. Now use the Select Tool to grab your letter and move it back to the upper left corner of the stage. You will now see a second path.

15. Click the Transform Icon to close the dialogue box.

16. Double-click the layer name and rename it the letter of your initial. For example, if your name is Joshua, then you would name your first layer J Layer.

Step 4. Create the second initial

1. Click the Insert Layer icon to add a second layer.

2. Rename this layer with the letter from your second, or middle, initial.

3. Go to frame 26 on this layer. Make sure you are not on the layer with your first initial.

4. Right-click the frame.

5. On the menu that appears, click Insert Keyframe.

6. In frame 26, use the Text Tool to type your second initial.
7. Change the font, size, and color of the second initial to your liking.

8. Create keyframes at frames 30, 35, 40, and 45.

9. Click frame 30.

10. Use the Selection Tool to select the letter.

11. Press the Delete key on your keyboard.

12. Click frame 40.

13. Select the letter.


15. Drag the pointer over frames 26 to 50 to see your second initial flash on and off.

**Step 5. Create the third initial**

1. Add a third layer, and rename it with the first letter of your last name.

2. Go to frame 51 of the third layer and right-click.

3. On the menu that appears, click **Insert Keyframe**.

4. Use the Text Tool to type your third and last initial. Change its font, size, and color to match the other initials and place it next to them. Again, make sure you are typing this letter in its own text box on the third layer.

5. Insert a keyframe at frame 100.

6. These frames are up to you. How and where do you want your last initial to move? It should end up next to your other initials, but what it does before then is your decision. You should make at least four motion tweens, or movements, in this part of the animation. Here are some general guidelines to make several motion tweens at frames 60, 70, 80, and 90. Build a set of tweens that make the initial move and change across frames 60-100.

**Step 6. Create a background for your animation.**
1. Add a fourth layer, and rename it background.

2. Notice that it is at the top of your list of layers. Since the order of the layers from top to bottom affects how the animation looks, you need to move the layer down (toward the bottom) of the layer list.

3. Click on the Background layer and without releasing the mouse button drag the layer to the bottom of the set. Your screen should now look like this:

4. This places the Background behind the “letter layers”. Draw some shapes on this Background Layer to create a background for your animation.

Note: You can try tweening some of the elements in your background as well.

Step 7. Add sounds to your animation

1. Add a fifth layer, and rename it sound.

2. Using keyframes and sounds from the Sound Library, add appropriate sounds to your animation.

3. Save your file to your H:Drive

Step 8. Show your work to the Instructor for your first stamp.
3. Save your work to your H: Drive

Step 14. Show your instructor your work for your first stamp.

Step 15. Answer Flash Assessment questions for Activity 8

Complete the following web based tutorial for a second stamp:

WEB ACT 150 Glowing Text
Web Act 138 Butterfly wings flapping