

Ch7. Animation in Flash CS3

CMSC198G

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Overview

- Tweening
 - Shape tweening (Arrow in green)
 - Anchor points rearranging, vector morphing
 - Animating gradients
 - Motion tweening (Arrow in purple)
 - Text, photos, vector artworks (Illustrator, Fireworks)
- Motion guides
- Downloads
 - <http://www.friendsofed.com/download.html?isbn=159059861X>

Shape tweening

- Basics
 - Ex. [PepperShape.fla](#)
 - Position, scale, distortion, color and transparency
 - Shift: fix aspect ratio
 - Alt: fix center of the transformation
 - Shape tween modifiers
 - Distributive, angular
 - Altering shapes
 - Selection, Subselection, Freeform Transform tool

Shape tweening

- Shape hints
 - Ex. [LogoMorphNoHints.fla](#)
 - Pairing regions
 - Modify>Shape>Add Shape Hint
 - View>Show Shape Hints
- Altering gradients
 - Ex. [GradientTween2.fla](#)
 - Ex. [BitmapFillTween.fla](#)

Motion tweening

- Ex. [PepperSymbol.fla](#)
- Rotation
- Motion tween properties
- Scaling, stretching, and deforming
 - No distort, envelope
- Easing
 - Ease in: accelerating
 - Ease out: decelerating
 - Custom easing

Using Animation

- A closer look at the Timeline panel
 - Ex. YawningParrot.fla
 - Timeline tools
 - Scroll to Playhead
 - Onion Skin
 - Onion Skin Outlines
 - Modify Onion markers
 - Edit Multiple Frames
 - Timeline statistics
 - Current Frame
 - Frame Per Second
 - Elapsed Time

Using Animation

- Motion guides
 - Ex. [MotionGuide.fla](#)
 - Orient to path option
 - Icon: Folded Page → Hammer → Shooting Comet
 - Combining timelines

Using Animations

- Animated Button
 - Ex. [Circuit.fla](#)
 - Rotoscoping
 - Breaks a video into a series of images
- Copy motion as ActionScript 3.0
 - Ex. [CreateMotionAS3.fla](#)