

## **IN YOUR POCKET**

### **FLASH 8 BASICS:** animation

#### **Simple Animations**

1. Create a Flash Document (as opposed to a slide show, etc.)
2. For each new object or symbol you would like to animate create a new layer (**click on the + in the lower left corner of the timeline window**).
3. Click a layer name to make it the active layer, and select an empty keyframe (for example frame 1 in the layer where you want the animation to start).
4. Create a graphic object (in your selected keyframe) with the Text, Pen, Oval, Rectangle, Pencil, or Brush tool. You can also use imported images.
5. Convert your object to a symbol by selecting **Modify > Convert to Symbol** (shortcut: **F8**)
6. Name it (example: text.mov) and choose **Movie Clip** or **Graphic** in the "Convert to Symbol" dialog box. The symbol will be added to your Library.
7. Create a second keyframe where you want the animation to end (for example on frame 20) by selecting **Insert > Timeline > Keyframe**. This will create a duplicate of the symbol.
8. The first and last frames may be modified independently. For example to fade text or graphics select the first key frame, choose **Color > Alpha > 0%** in the properties window (**Window > Properties**). To scale text choose either key frame and select **Modify > Transform > Scale**. You can also move symbols to different locations on the screen, etc.
9. To animate between the two keyframes choose the first keyframe and in the properties window under **Tween** choose **Motion**.