

## Flash Animation

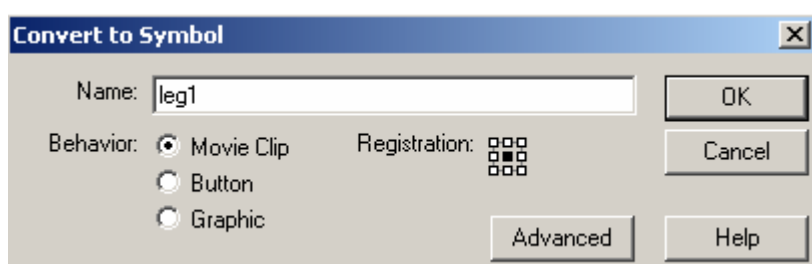
We are going to create a simple cartoon character who walks across the stage

### Create a moving leg:

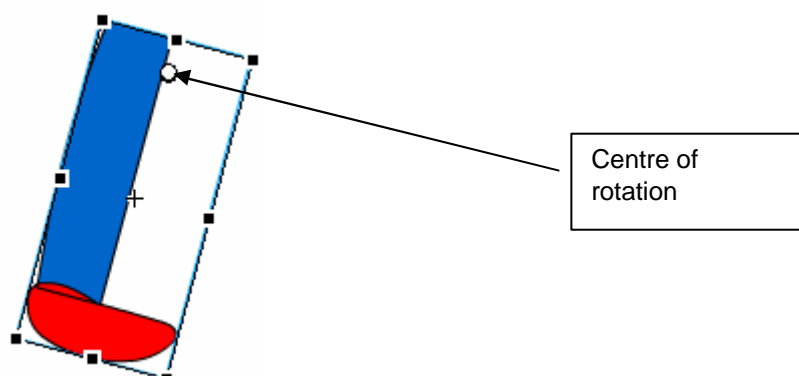
Create a leg with a foot by drawing a rectangle and an oval on the stage.

Now edit the shape by dragging the edges around with the arrow tool

Once you are happy with the shapes, Select the entire leg with the arrow tool and right click to choose **convert to a symbol**. Call this **leg1**



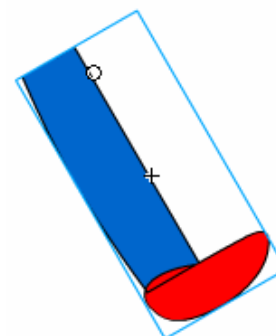
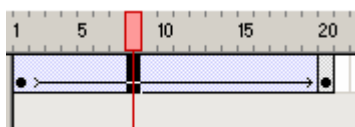
Now select your leg and from the **modify** menu, choose **free transform**, and move the centre of rotation to the top of the leg and then rotate the leg into a starting position.



Now right click the mouse on the timeline about 20 frames along and choose **Insert keyframe**.

Rotate the leg on this frame to the finish position

Right click between the two keyframes and choose **create motion tween**



Test your animation by pressing the **enter** key or by choosing **play** from the control menu.

Now insert a new keyframe at frame 40.

Rotate the leg at frame 10 to the forward position.

Test your animation again by pressing the **enter** key or by choosing **play** from the control menu.

### Creating the second leg:

Insert a new layer

Select all the frames on the first layer by clicking on the first frame, with the shift key pressed and clicking on the last frame

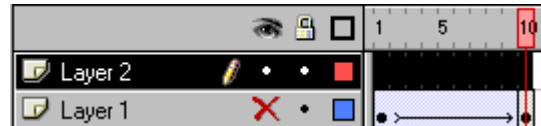
Right click and choose **copy frames**

Make sure that the first frame of the second layer is selected and then right click and choose **paste frames**

You will have to add motion tweening and move the legs on this new layer so that they move in the opposite direction

### Hints:

You can hide layers temporarily from view if the stage gets too cluttered. Just click the mouse in the eye column opposite the layer you wish to hide.



You can move layers in front or behind each other by dragging them up or down in the timeline with the mouse.

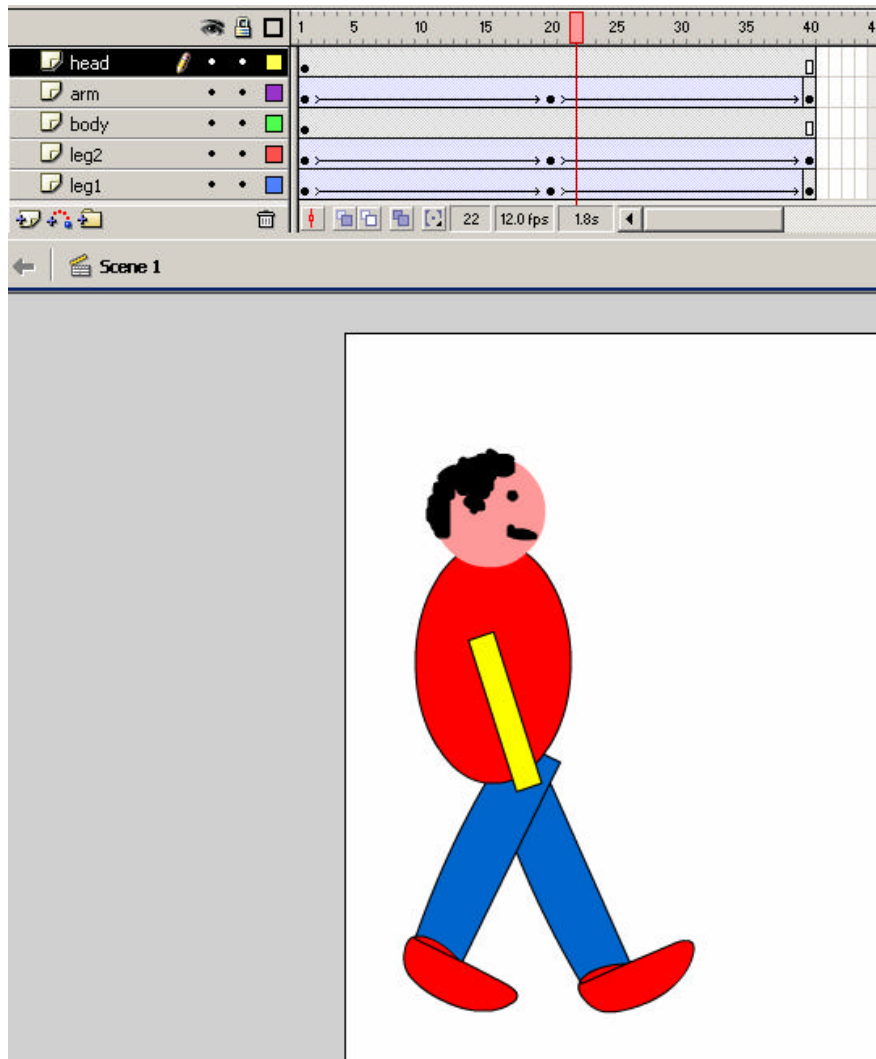
### Creating the rest of the character

Add a body, head and arms using the same techniques as before.

Remember to keep each part of the body on a separate layer.

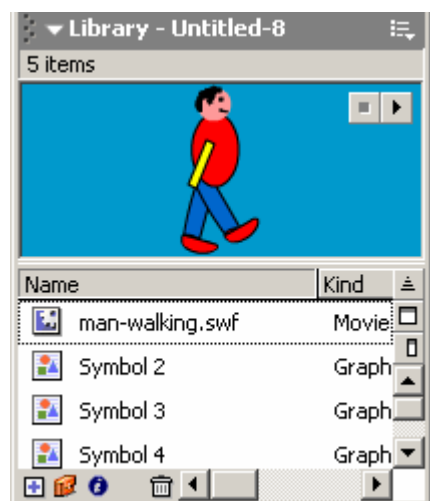
Remember to make each part which moves into a symbol

It often helps to name your layers to keep track of which part is where.



Save your movie and then test it from the **Control** menu. The testing is important as this will create an **swf** file which you can import into another Flash document.

Start a new Flash document and import the movie you just saved into the **library**. (If the library is not visible you can see it by selecting it from the Window menu.)



Create a background for your character

Drag your animation symbol from library on to the stage at the start position for your walk. (You can change the scale of the character at this point if you wish from the transform menu)



Click on frame 100 and choose **Insert keyframe**.

Move your animation to the finish position

Click on the first frame and select **create motion tween**

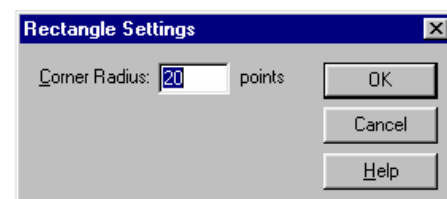
Test your animation from the **control** menu with **Test Movie** (The movie clip from the library will only move when you test the movie, not when you play it from the control menu)

## Controlling animations using buttons

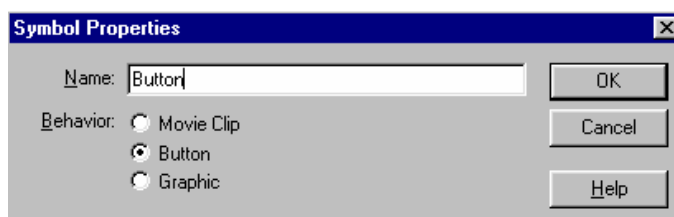
### Creating the button:

Use **File New** to start a new document

Create a button with the rectangle drawing tool. (You can set the corner radius using this tool)



Select the button with the arrow tool, then choose **Insert, Convert to symbol**. Set the symbol as a button in the dialog box



Double click on the object (or choose **edit symbol**)

Click on each frame for over, down, and hit and choose **insert keyframes** to put an instance of the button into each one



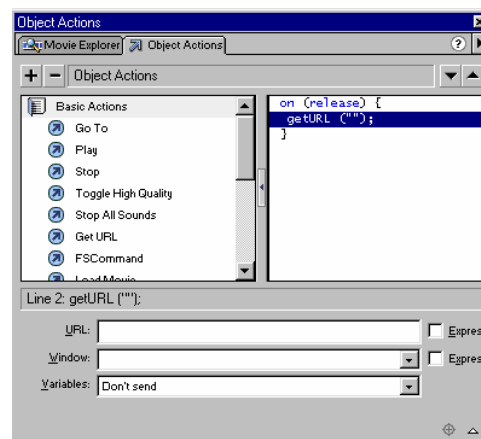
If you change the colour of the button when the **Over** frame is selected, then when the movie runs, moving the mouse over the button will cause it to change to the new colour.

Go back to the scene editing mode by clicking on the scene tab then right click the button and choose **actions**.

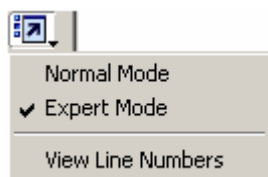
Add the following code:

```
on (release) {
  getURL("http://www.google.co.uk");
}
```

Replacing **http://www.google.co.uk** with the URL of the page you want to go to when the button is clicked.



If you want to type in actions rather than select them from the list, change to **expert mode**



Test the movie by choosing **control, test movie**

### Exporting your animation to a web page:

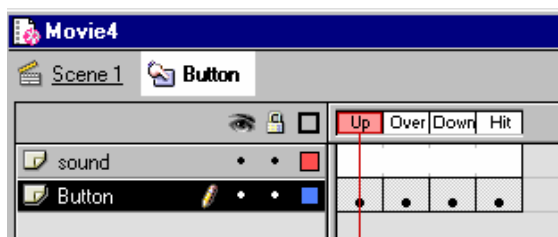
If you choose **file export image**, Flash will export just the button, if you choose **file publish** then the whole movie will be exported as a web page.

### Adding sound to a button:

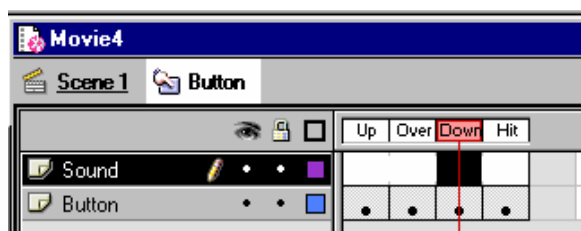
Open you're the movie you created with the button. Choose file import and select sound file you want to attach to it. (It is best to use **mp3** or some other compressed format)

Double click your button to switch to symbol editing mode (or double click your button in the **Library** window)

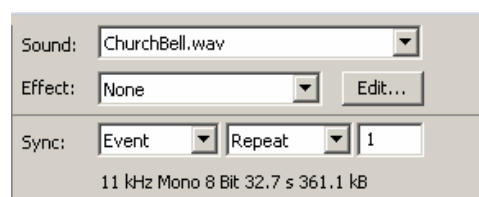
Choose **Insert layer** and call this layer Sound



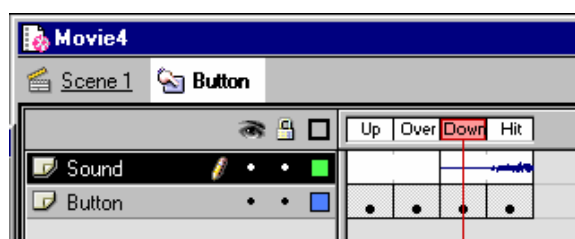
Select the **Down** frame (frame 3) and then choose **insert keyframe**



Double click on this frame and choose the imported sound from the list in the Sound panel



You should see the sound symbol starting on the Down frame of your button.

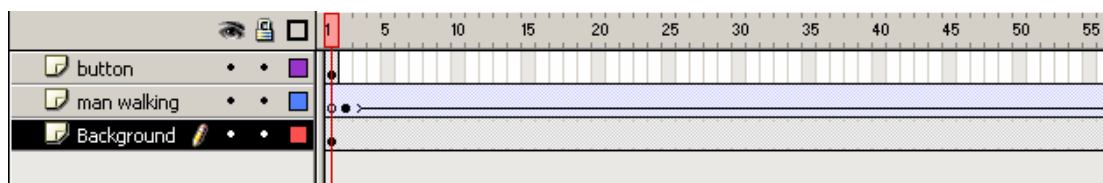


**Controlling a movie with a button:**

Open the flash document you created earlier with the man walking.

Create a new layer for your button

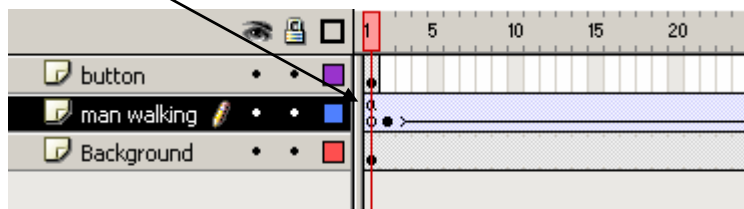
Insert a keyframe at frame 2 in the walking layer



Delete the walking man from the first frame of that layer. (your button is going to make him appear and start walking)

Select the first frame of the man walking layer and right click to choose **Actions**

Double click to add a stop command. You should see an extra dot above the first keyframe symbol.

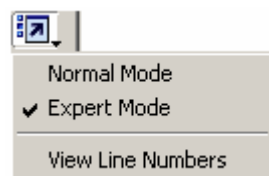


Now make your button on the first frame of the new layer you created

When you have made your button, add this action:

```
on (release) {
    gotoAndPlay(2);
}
```

Remember, if you want to type in actions rather than select them from the list, change to **expert mode**



**Exporting your animation to a web page:**

If you choose **file publish** from the menu then the whole movie will be exported as a web page.

You need the two files, the swf file and the html file



flash\_movie.swf  
Flash Movie  
1 KB



flash\_movie.html  
Internet Document (HTML)  
2 KB

Now you can add these files to your **E-Folio** and put a link to the web page on to your website home page.