

Frame By Frame } *Animation*

Frame By Frame

- { Basic Animation
- { Create File
- { Create Your First Animation
- { Playback Commands
- { Basic Editing

Basic Animation



Persistence of Vision

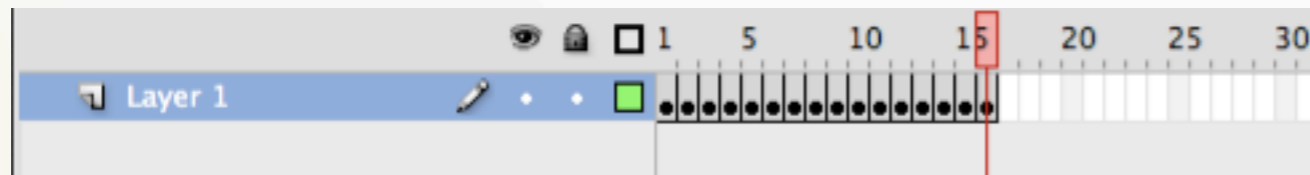
The illusion that objects are moving. We “save” images we see for a split second, when shown a similar image with slight changes we interpret that difference as movement.

Flip Books

The most common form of animation is a flip book. Every page has a new drawing, and when flipped at a fast enough speed the drawings come to life and appear to move.

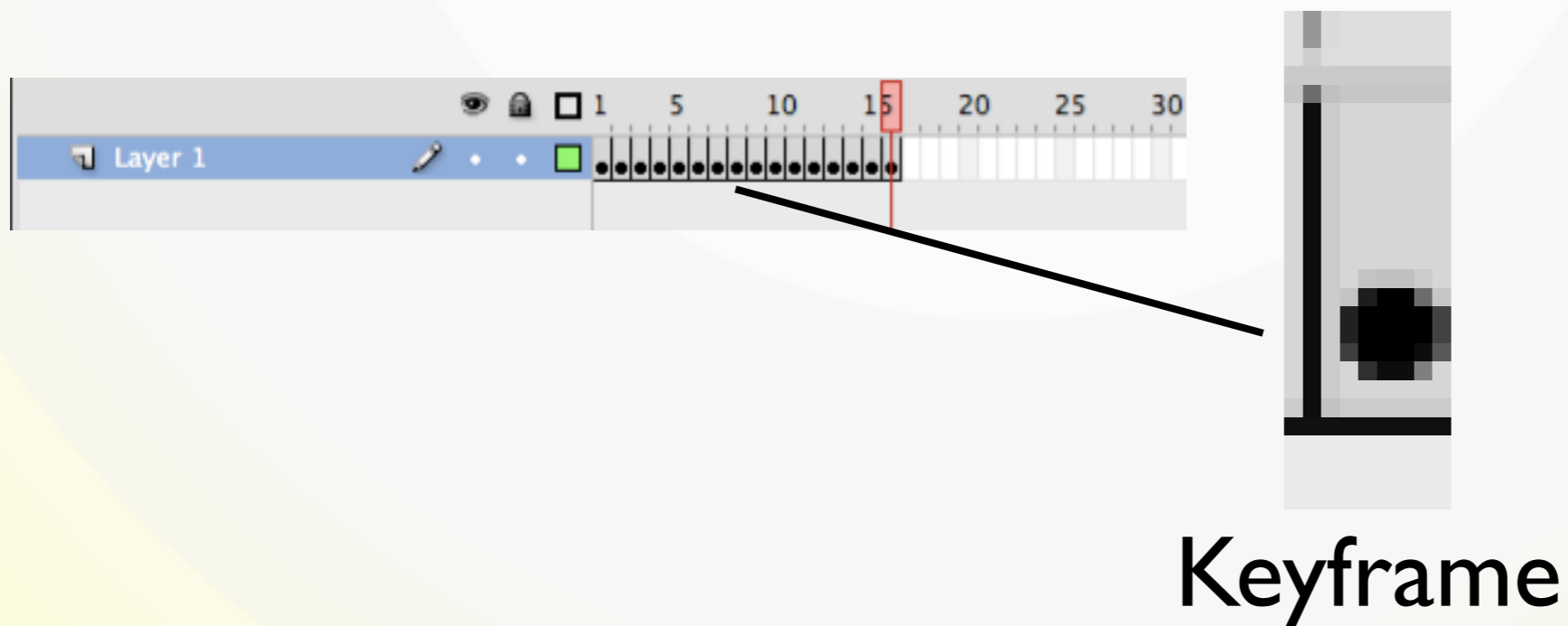
Digital Flip Book

Instead of paper we have keyframes.



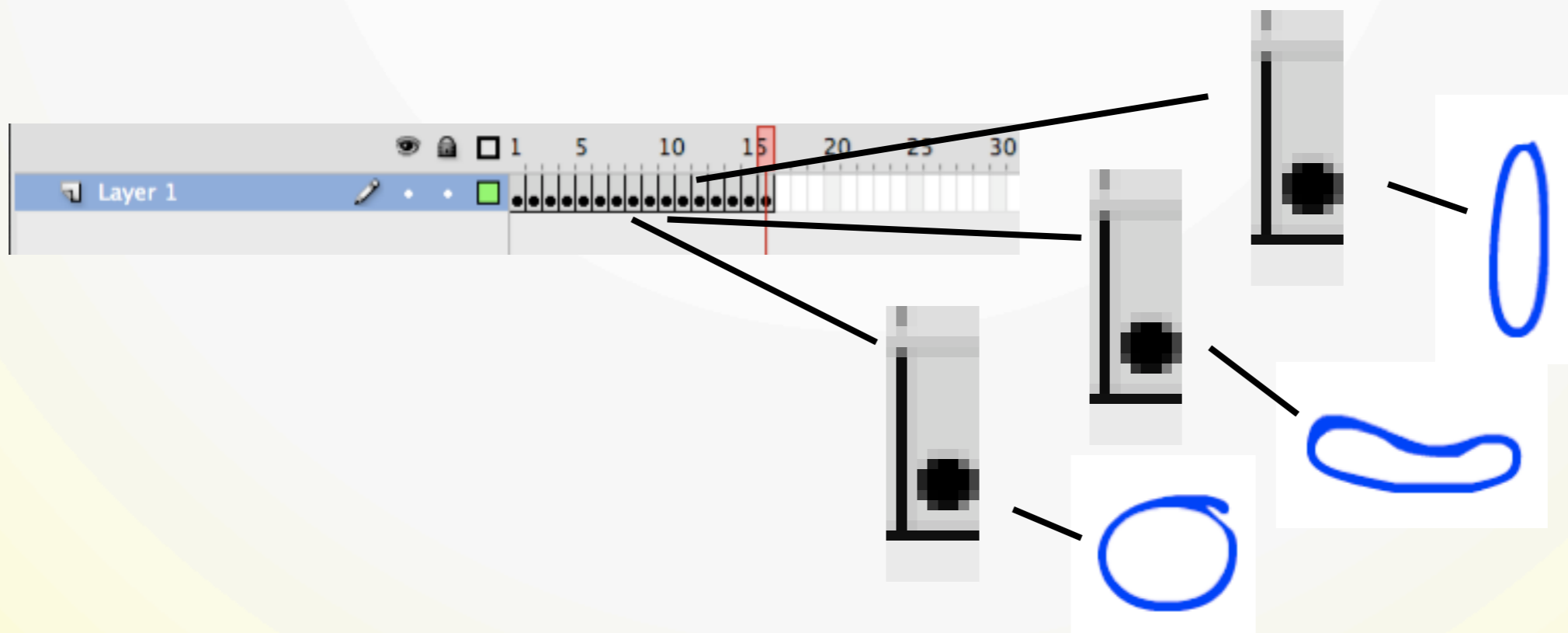
Digital Flip Book

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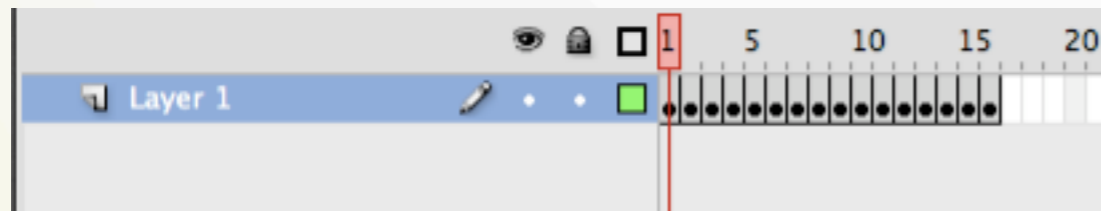
Digital Flip Book

Each keyframe is a new drawing.



Digital Flip Book

As the play head passes through each keyframe, the circle moves.



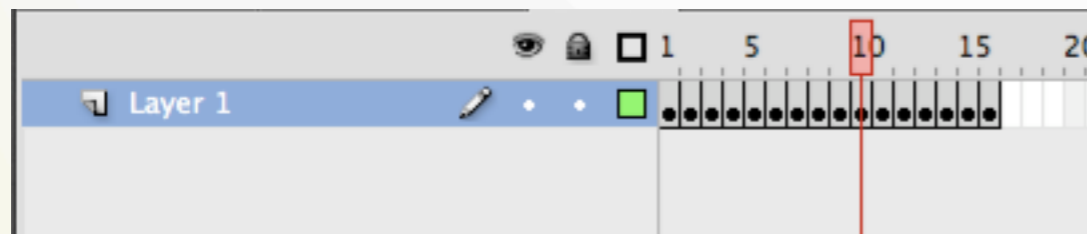
Digital Flip Book

As the play head passes through each keyframe, the circle moves.



Digital Flip Book

As the play head passes through each keyframe, the circle moves.



Final Animation



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Create File

File Creation

Make sure to **save** all of your .fla files **inside** of a **folder**. On some systems they will not preview correctly if saved to the root directory.

For example save as **D:/flash/project.fla** instead of D:/project.fla



Create Your First Animation

First Animation

- { Create a new ActionScript 3.0 File
- { Save the file in a folder of your choice
- { Use the drawing tools to create the first frame of your animation

Two Options for Creating your Animation

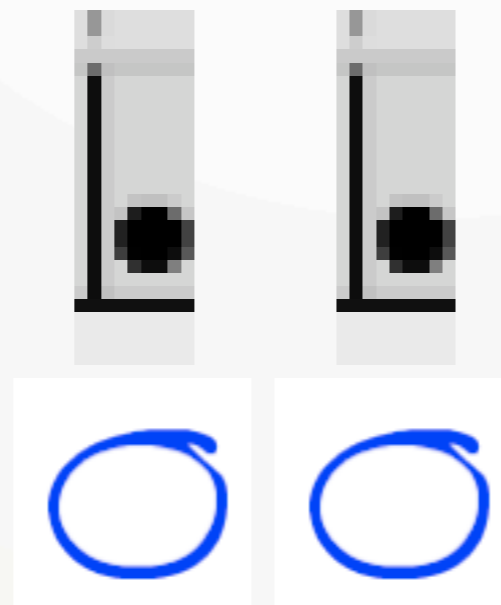
- { Create Key Frame - F6
- { Create Blank Key - F7

Create Key Frame - F6

- { **Create Key Frame - F6**
- { Create Blank Key - F7

Create Key Frame - F6

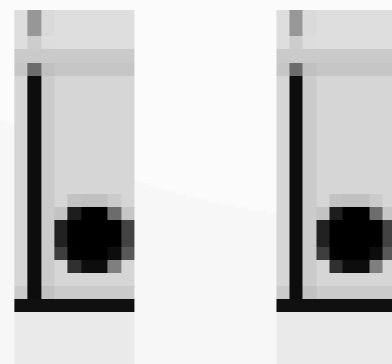
- { **Create Key Frame - F6**
- { Create Blank Key - F7



This creates a new key by copying the previous one.

Create Key Frame - F6

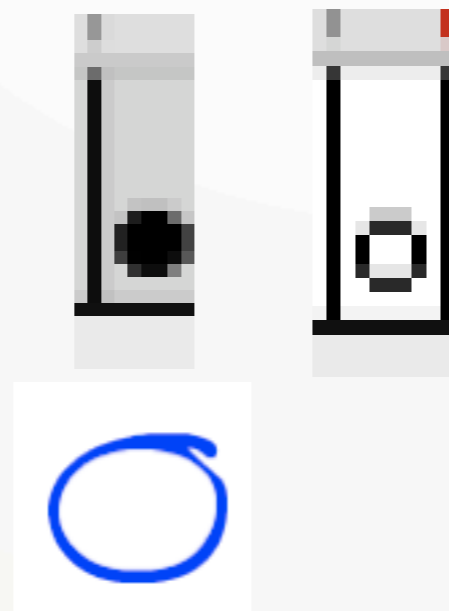
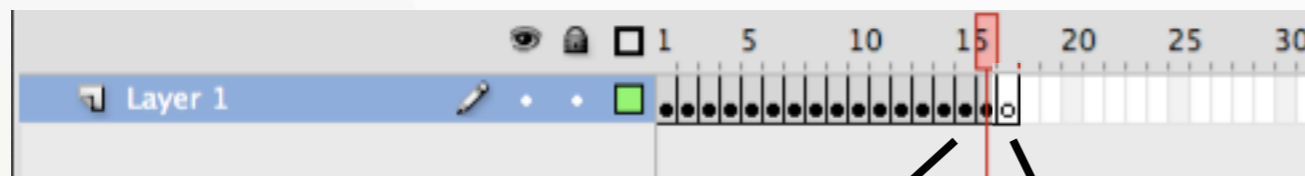
- { **Create Key Frame - F6**
- { Create Blank Key - F7



Then modify the drawing to tell your story.

Create Blank Key - F7

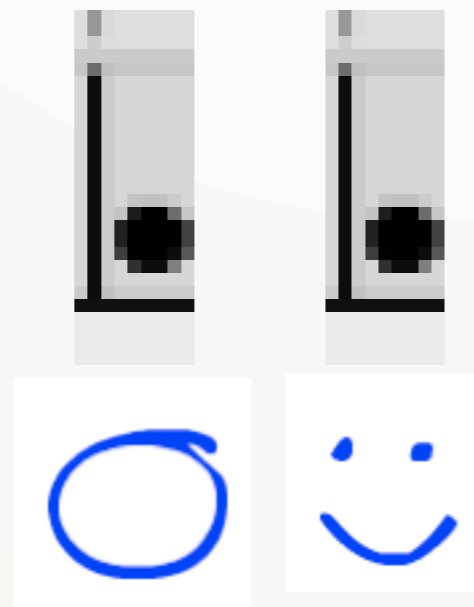
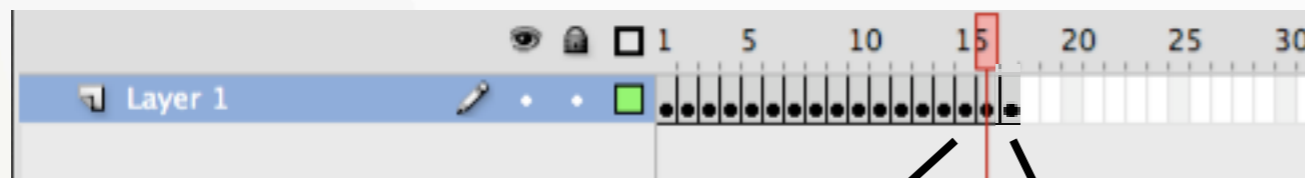
- { Create Key Frame - F6
- { **Create Blank Key - F7**



This creates a blank area to create a drawing from scratch.

Create Blank Key - F7

- { Create Key Frame - F6
- { **Create Blank Key - F7**



When you create the new drawing the blank key turns into a regular keyframe.



Playback commands

Press **enter** to play the
animation.

Command + Enter to
Preview the Animation.

View --> Bandwidth Profiler
to see stats about the
Animation.

Basic Editing



Delete a Key

- { Select the key you want to delete
- { Press Shift + F5

Delete Multiple Keys

- { Command or Shift select the keys you want to delete
- { Press Shift + F5

Move Keys

- { Click and release to select the key then click and drag to the desired place.

Frame By Frame: Summary

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