

Motion Tween}

Animation

Motion Tween

- { Computer Animation
- { Motion Tween
- { Motion Paths



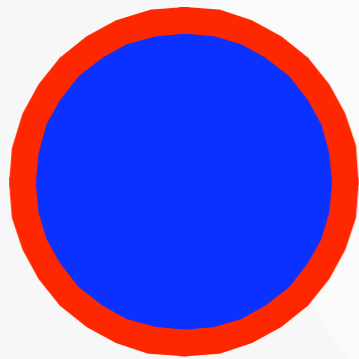
Computer Animation

Computer Animation

The animator sets poses or “key” points in time and the computer creates all of the in-between frames.

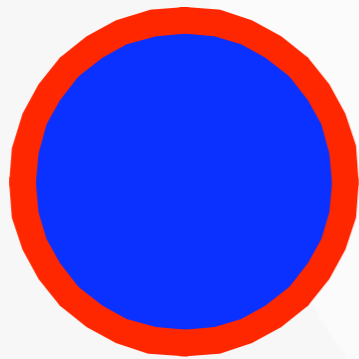
This way you don't have to
draw every frame by hand.

Computer Animation

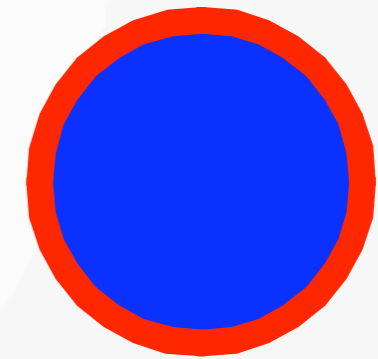


Key at Frame 1

Computer Animation

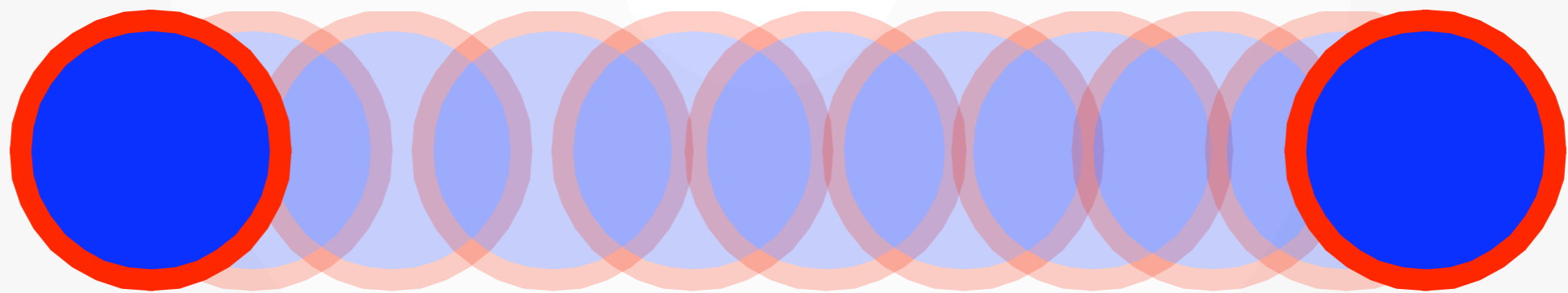


Key at Frame 1



Key at Frame 10

Computer Animation

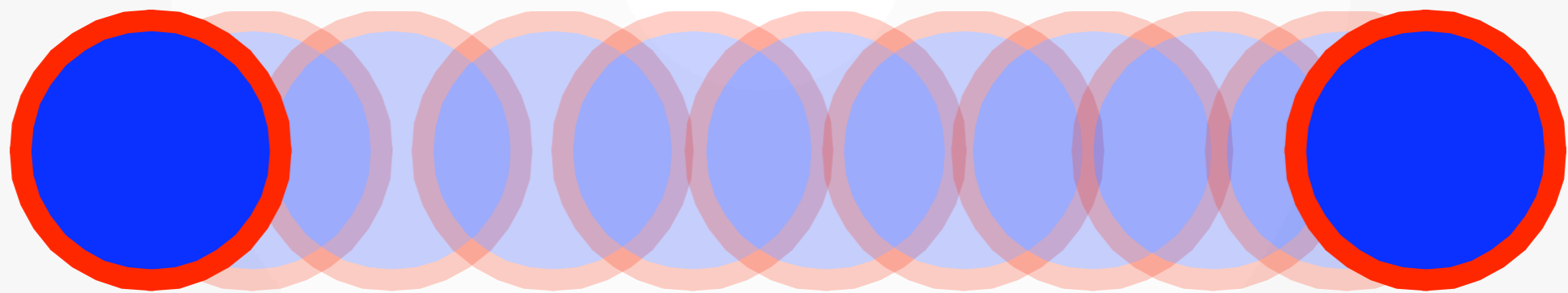


Key at Frame 1

Key at Frame 10

*The computer generates the
8 in-between frames.*

Computer Animation

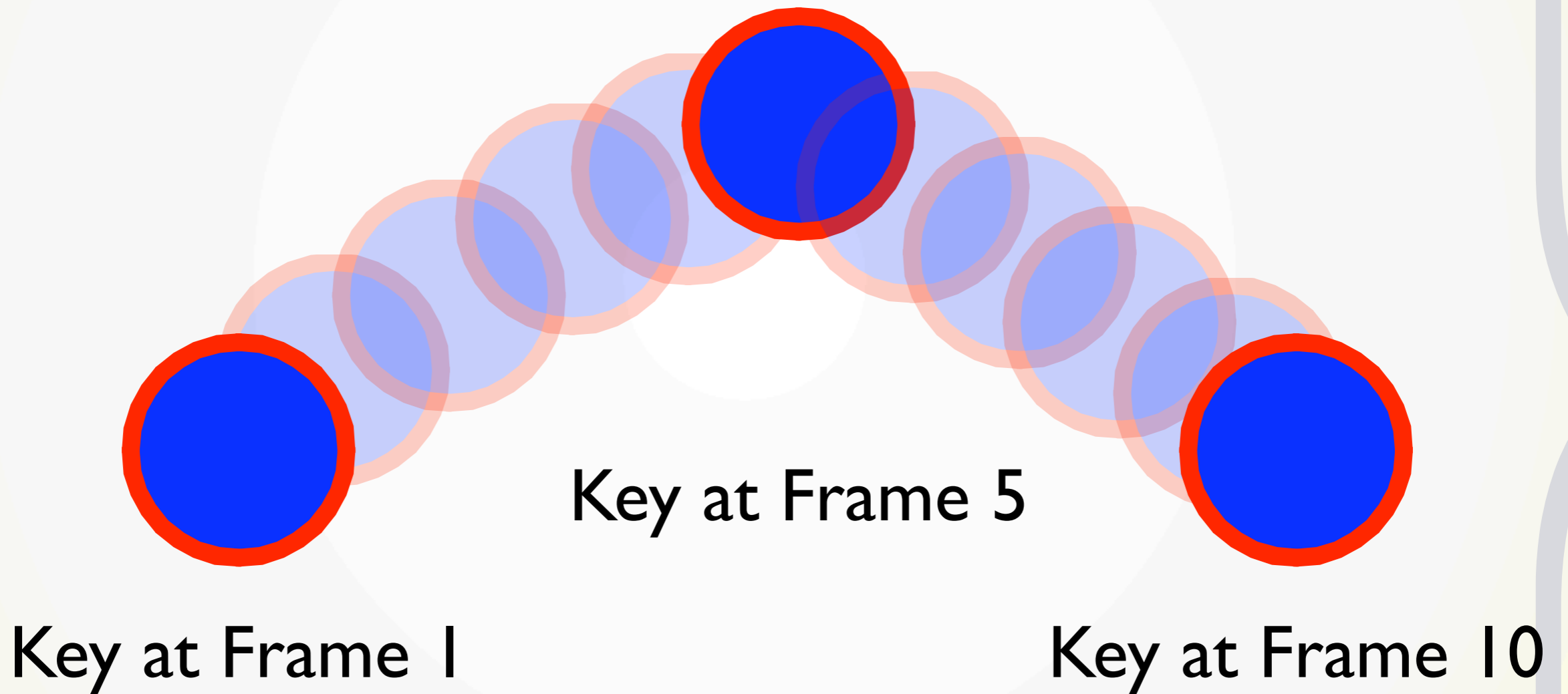


Key at Frame 1

Key at Frame 10

Flash calls this a motion tween.

Computer Animation



*Adding another key affects
the generated tween.*

Motion Tween



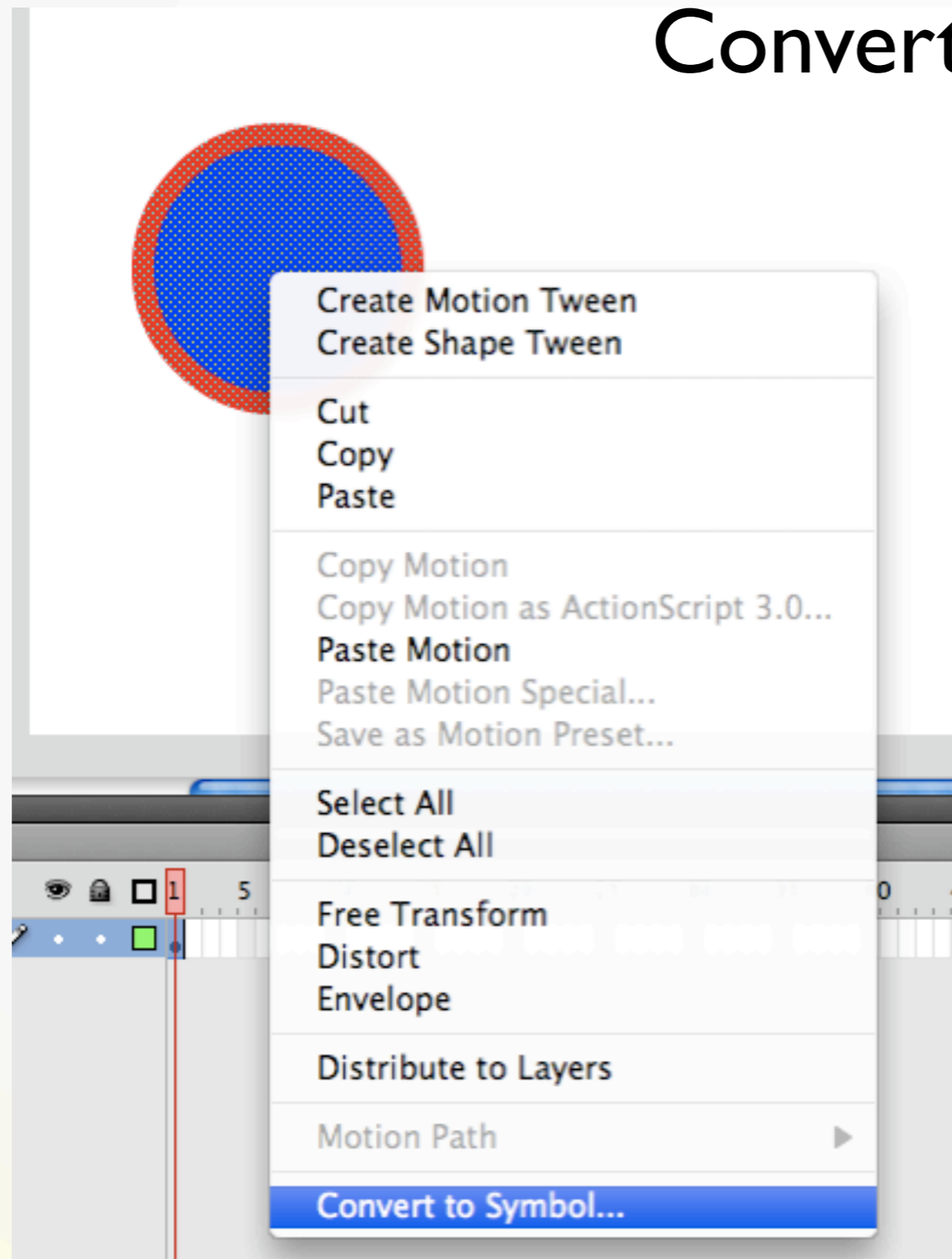
Motion Tween

Flash uses motion tweens to easily animate movie clips, graphics and buttons. Almost any property can be tweened.

YOU MUST follow a very **specific workflow**
or your tweens will **NOT** work.

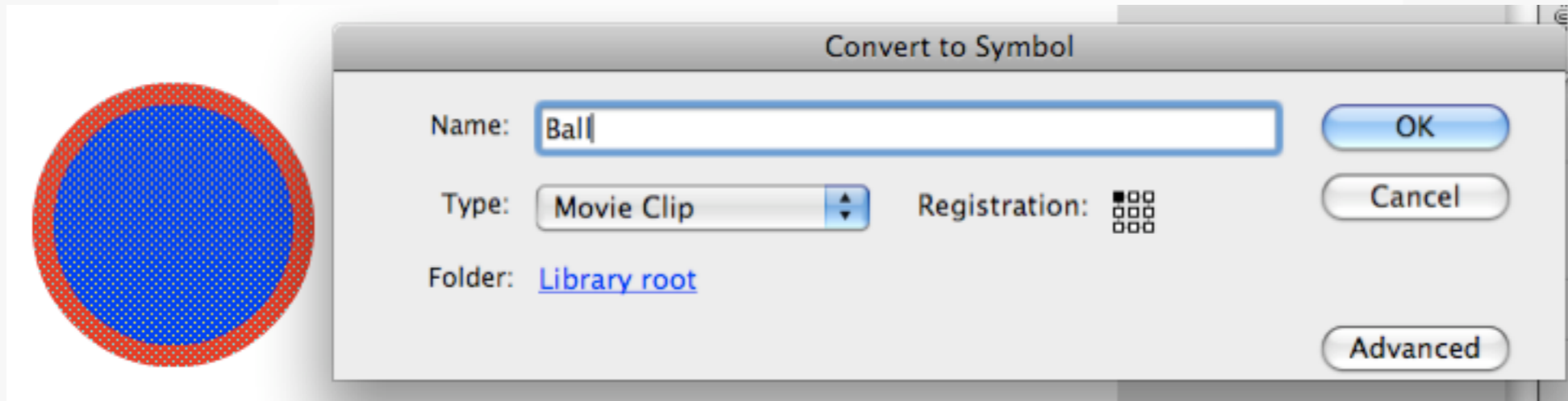
Motion Tweens: Step 1

Convert to Symbol



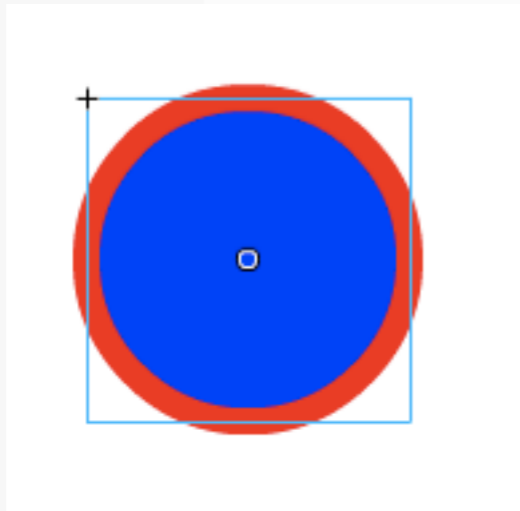
Motion Tweens: Step 1

Create a MovieClip



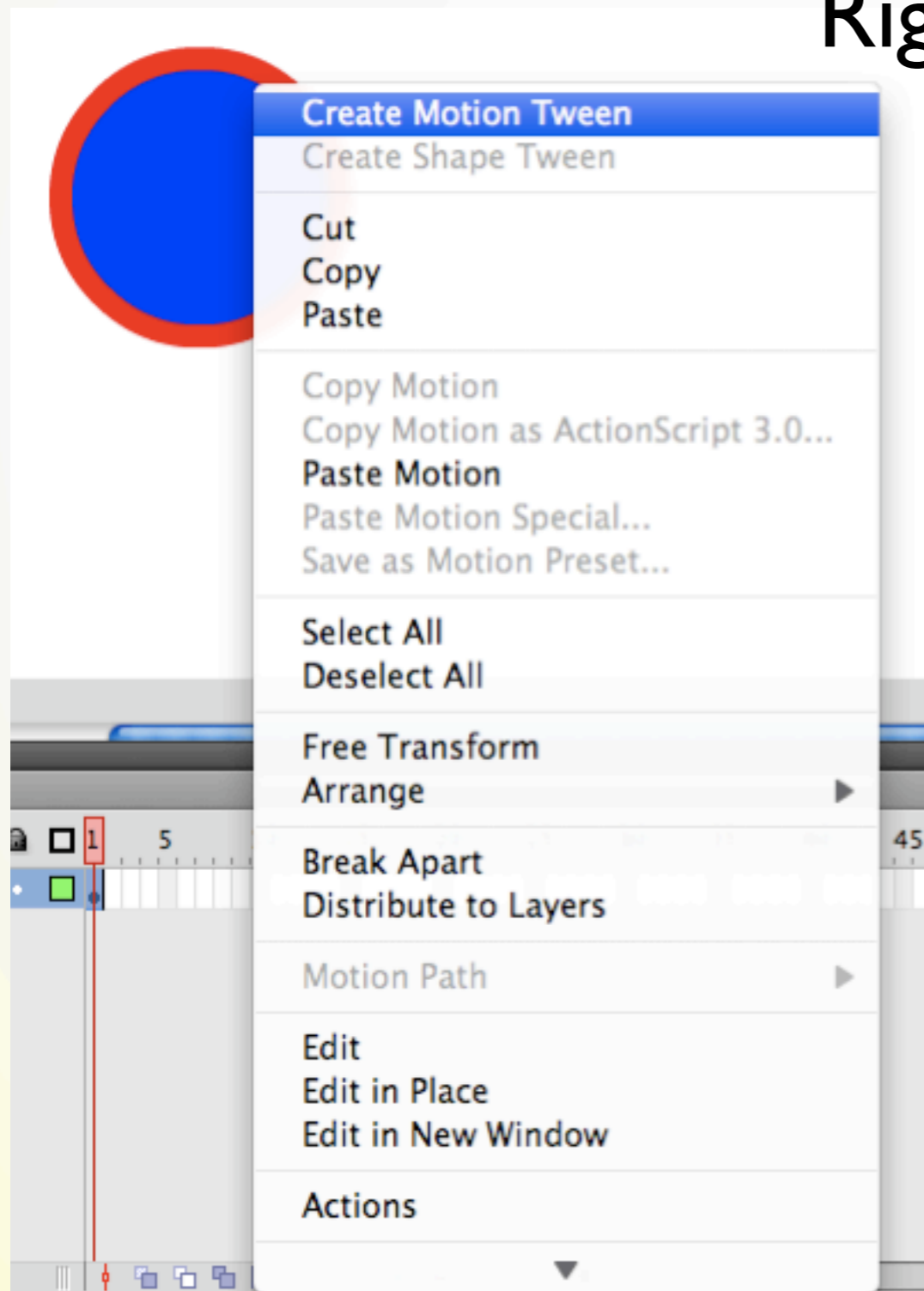
Motion Tweens: Step 1

Note the blue bounding box. This means you're artwork is now a Symbol.



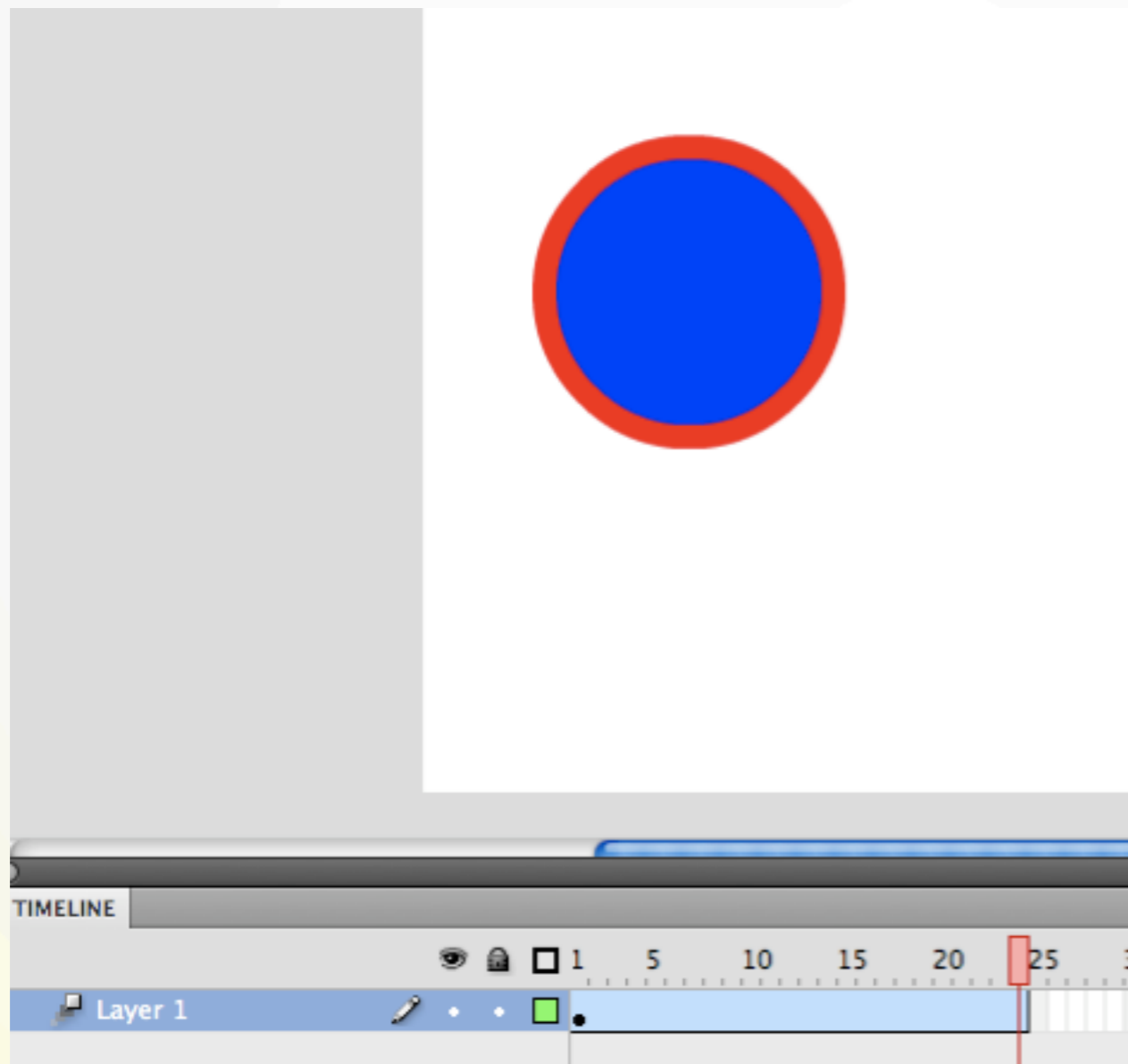
Motion Tweens: Step 2

Right mouse Click the symbol and Create Motion Tween



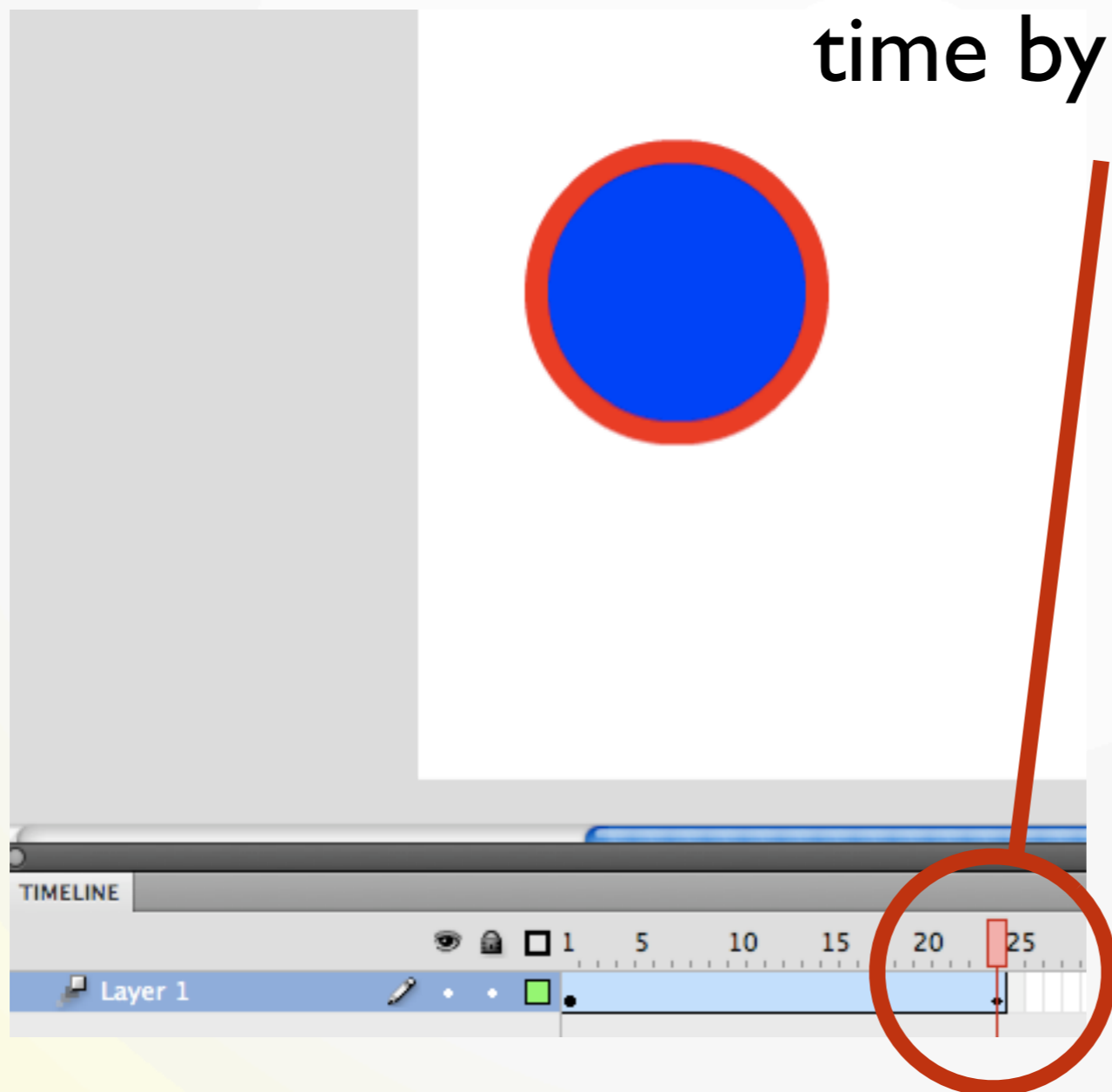
Motion Tweens: Step 2

The timeline changes blue to let you know the tween has been created.



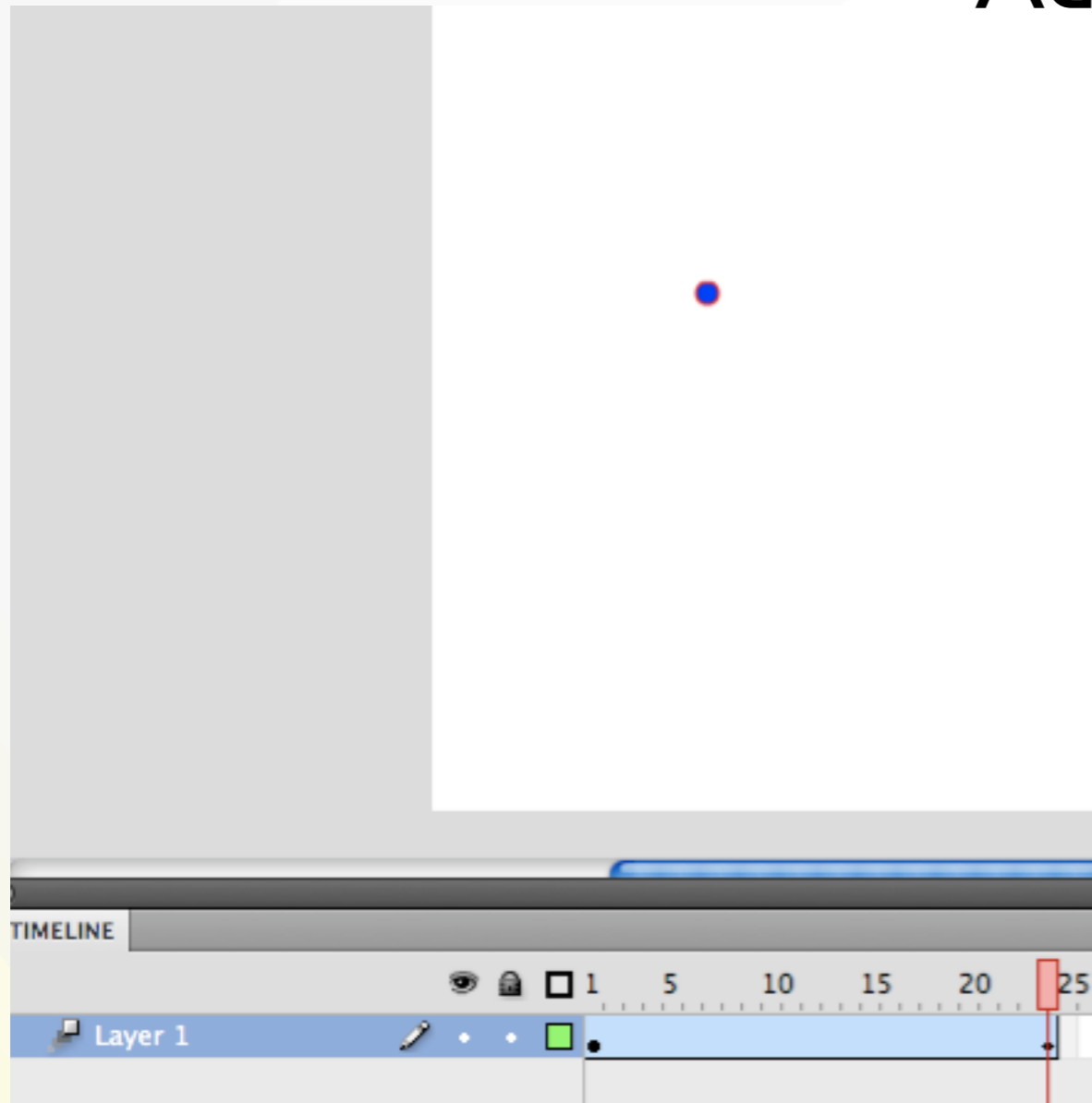
Motion Tweens: Step 3

Set the key point in time by pressing F6.



Motion Tweens: Step 4

Adjust the object



Preview the Animation by
pressing **Command + Enter**.

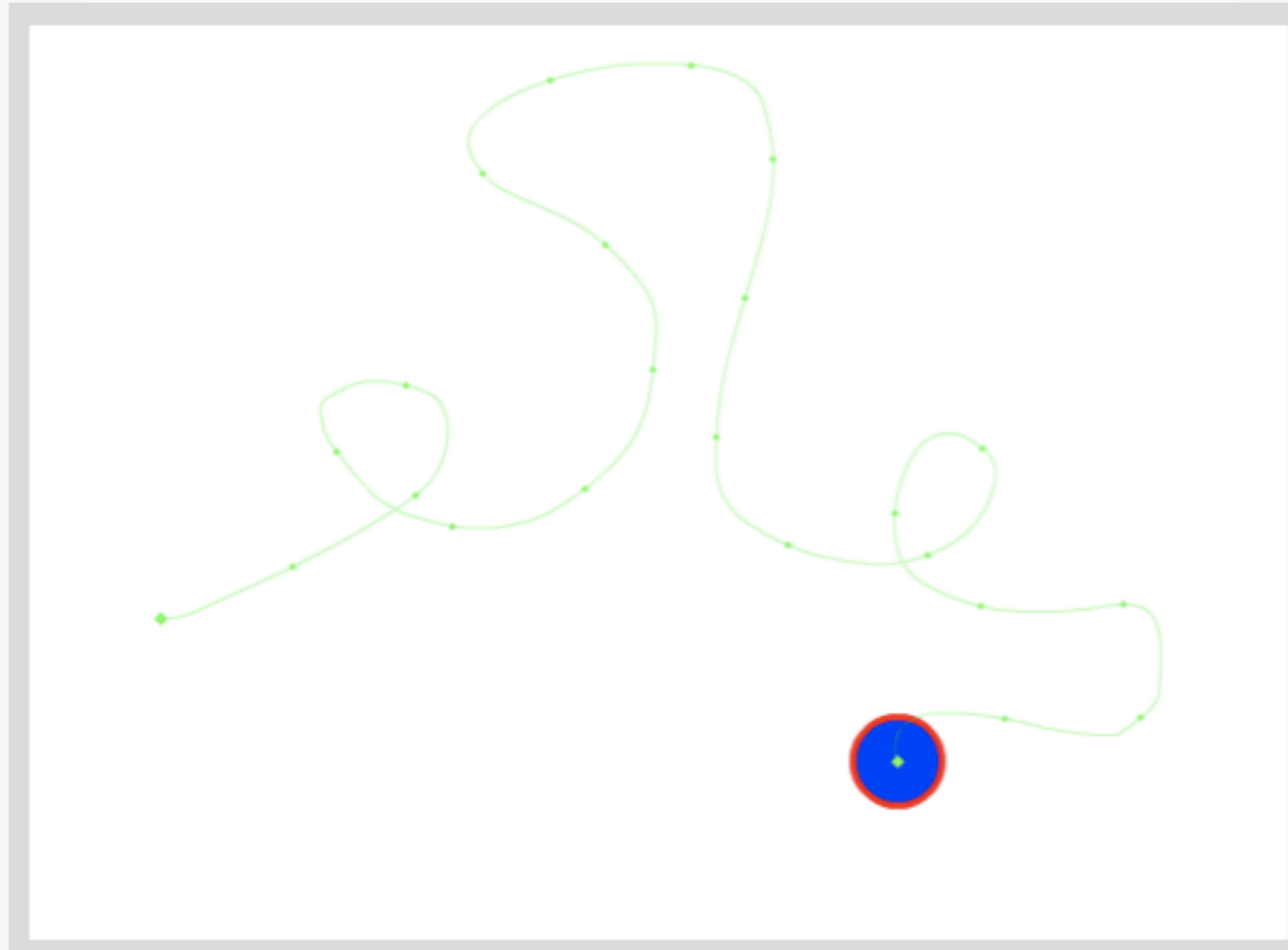


Motion Paths

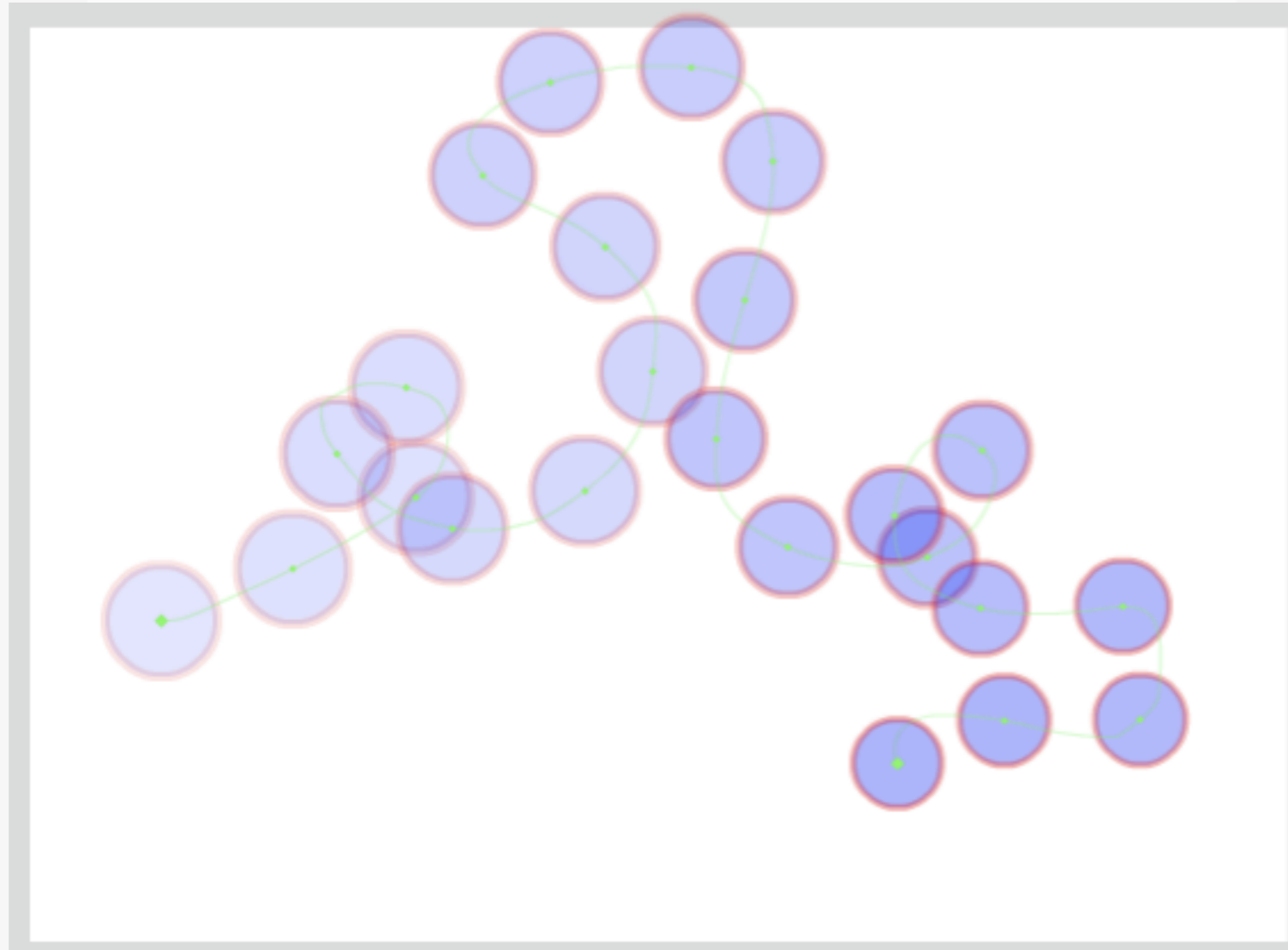
Motion Paths

The object follows the a drawn path.

Motion Paths



Motion Paths



Motion Tween: Summary

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